School of Computing and Information Technologies

PROGCON - CHAPTER 1

CLASS NUMBER:

NAME:

SECTION:

DATE:

PART 1: Identify the following.

1. A combination of all the components required to process and store data using a computer.
2. The equipment or physical devices that are associated with a computer.
3. The computer instructions that tell the hardware what to do.
4. The instruction sets written by programmers.
5. A type of software such as word processing, spreadsheets, payroll and inventory, even games
6. Errors in language or grammar.
7. Software such as operating systems like Windows, Linux, or UNIX
8. Describes the entry of data items into computer memory using hardware devices such as keyboards and mice.
9. Indicates an input operation and is represented by a parallelogram in flowcharts.
10. Represented by a parallelogram in flowcharts.
11. May involve organizing them, checking them for accuracy, or performing calculations with them.
12. Indicates a processing operation and is represented by a rectangle in flowcharts.
13. The hardware component that processes data.
14. Describes the operation of retrieving information from memory and sending it to a device, such as a monitor or printer, so people can view, interpret, and use the results.
15. Indicates an output operation and is represented by a parallelogram in flowcharts.
16. Used to write computer instructions called program code; used to write programs.
17. Also includes languages such as Visual Basic, C#, C++, Java,
18. Grammar rules of a language.
19. Errors in language or grammar.
20. The temporary, internal storage within a computer.
21. Describes storage whose contents are retained when power is lost.
22. Translates a high-level language into machine language and tells you if you have used a programming language incorrectly.
23. Errors in program logic produce incorrect output
24. A named memory location whose value can vary.
25. People who benefit from using computer programs.

Documentation — 21. Consists of all the supporting paperwork for a program.

Algorithm — 22. The sequence of steps necessary to solve any problem.

Desk-checking — 23. The process of walking through a program's logic on paper.

Pseudocode — 24. The act of writing programming language instructions. Developing the program

Logic — 30. When instructions are performed in the wrong order, too many times, or not at all. Logic or logical error

Logical Error — 31. Errors in program logic produce incorrect output

Test — 32. Execute the program with some sample data to see whether the results are logically correct

Debugging — 33. What is the process of finding and correcting program errors?

Conversion — 34. The entire set of actions an organization must take to switch over to using a new program or set of programs

Maintenance — 35. Consists of all the improvements and corrections made to a program after it is in production

PART 2: Enumeration

a. 3 major components of a computer system?
b. 3 major computer hardware operations.
c. 4 most common planning tools.
d. 3 most common flowchart symbols.
e. 7 steps on a program development life cycle.

a) • hardware
• software ✗ System Software
• Human ware ✗ Application software

b) • Input
• Output
• Processing

c) • Flowcharts
• Pseudocode
• IPO charts
• TDE charts

c.) • Understand the problem
• Plan the logic
• Code the program
• Use a language (a compiler or interpreter) to translate the program into machine language
• Test the program
• Put the program into production
• Maintain the program

d) Parallelogram ✗ terminal symbol ⬭
Rectangle ✓ Input/output symbol ▱
Flowlines ✗ - process ▭
- decision ◇