Chicago Public Schools

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Forms of Programming

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Forms of Programming

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1. As a programmer, some forms of programming give you direct access to the _____ while others abstract the hardware into more _____ that needs to be translated or converted into the _____ of the hardware. *

◉ computer processor; human language; native language

◯ computer hardware; computer code; machine language

◯ CPU; programming language; compiled code

◯ RAM; binary code; operating system

2. _____ allow programmers to code instructions directly to the processor or hardware. *

◉ Machine languages

◯ Interpreted languages

◯ Assembly languages

◯ Scripting languages

3. _____ can be programmed by sending sequences and patterns of bits through the processor to enable actions to take place. *

◉ Processors

◯ Compilers

◯ Interpreters

◯ Assemblers

4. _____, which is an abstraction of machine language, uses codes to modify processor registers and perform functions. *

◉ Assembly languages

◯ High-level languages

◯ Machine languages

◯ Object-oriented languages

5. _____ are readable by humans more easily than assembly or machine languages. *

◉ Interpreted languages

◯ Compiled languages

○ Machine languages

○ Low-level languages

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6. A _____ called an interpreter reads each line of code and then interprets it into native instructions for the computer. The process is much slower than _____ since the interpreter needs to convert each instruction provided by the programmer. *

◉ component; machine language

○ processor; assembly language

○ compiler; machine code

○ transistor; binary language

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7. _____ is an example of an _____ language. A programmer can stop the execution of the program, make a change to a line, and then run it again without any other steps. *

◉ JavaScript; interpreted

○ C++; compiled

○ Python; compiled

○ HTML; scripting

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8. A _____ language takes instructions written by a human and sends that code to something called a _____. *

◉ compiled; compiler

○ scripting; parser

○ assembly; interpreter

○ interpreted; assembler

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9. A _____ takes the program instructions and converts it to _____ or native code for the hardware and creates a program called an _____. *

◉ compiler; binary; executable

○ interpreter; assembly; script

○ assembler; text; application

○ linker; hex; batch file

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10. _____ is native to the hardware and operating system and can't easily be converted back to the original program instructions. *

◉ This program

○ Machine code

○ Source code

○ Assembly code

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11. _____ is an example of a compiled language. *

◉ C

○ Python

○ JavaScript

○ Ruby

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12. _____, or OOP, treats everything as an object. *

◉ Object-oriented programming

○ Functional programming

○ Procedural programming

○ Assembly language

13. _____ and _____ are examples of object-oriented languages. *

◉ Java; C#

○ Python; SQL

○ HTML; CSS

○ Assembly; COBOL

14. _____ is a language designed for working with databases. *

◉ SQL or sequel

○ Python

○ JavaScript

○ Bash

15. What are scripting languages? *

◉ Languages designed for automating tasks

○ Languages that compile to binary

○ Languages that directly modify hardware

○ Languages used for creating hardware drivers

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