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School of Computing and Information Technologies

PROGCON - CHAPTER 1

CLASS NUMBER: 09

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PART 1: Identify the following.

- Computer system 1. A combination of all the components required to process and store data using a computer.
- Hardware 2. The equipment or physical devices that are associated with a computer.
- Software 3. The computer instructions that tell the hardware what to do.
- Programs 4. The instruction sets written by programmers.
- Applications software 5. A type of software such as word processing, spreadsheets, payroll and inventory, even games
- Syntax Error 6. Errors in language or grammar.
- System software 7. Software such as operating systems like Windows, Linux, or UNIX
- Input 8. Describes the entry of data items into computer memory using hardware devices such as keyboards and mice.
- Input symbol 9. Indicates an input operation and is represented by a parallelogram in flowcharts.
- Input / Output symbol 10. Represented by a parallelogram in flowcharts.
- Processing symbol 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.
- (CPU) Central Processing Unit 13. The hardware component that processes data.
- Output 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.
- Output symbol 15. Indicates an output operation and is represented by a parallelogram in flowcharts.
- Program code 16. Used to write computer instructions called program code; used to write programs.
- Programming language 17. Also includes languages such as Visual Basic, C#, C++, Java.
18. Grammar rules of a language.
- Syntax Error 19. Errors in language or grammar.
- Computer Memory 20. The temporary, internal storage within a computer.
- Volatile 21. Describes storage whose contents are retained when power is lost.
- Compiler 22. Translates a high-level language into machine language and tells you if you have used a programming language incorrectly.
- Logic Error 23. Errors in program logic produce incorrect output
- Variable 24. A named memory location whose value can vary.
- Users 25. People who benefit from using computer programs.

- ~~Documentation~~ 26. Consists of all the supporting paperwork for a program.
- ~~Algorithm~~ 27. The sequence of steps necessary to solve any problem.
- ~~Desk-Checking~~ 28. The process of walking through a program's logic on paper.
- ~~Coding the Program~~ 29. The act of writing programming language instructions.
- ~~Program Code~~ 30. When instructions are performed in the wrong order, too many times, or not at all.
- ~~Logical Error~~ 31. Errors in program logic produce incorrect output
- ~~Logic Error~~ 32. Execute the program with some sample data to see whether the results are logically correct
- ~~Test~~ 33. What is the process of finding and correcting program errors?
- ~~Debugging~~ 34. The entire set of actions an organization must take to switch over to using a new program or set of programs
- ~~Conversion~~ 35. Consists of all the improvements and corrections made to a program after it is in production.
- ~~Maintenance~~

PART 2: Enumeration

- 3 major components of a computer system?
 - 3 major computer hardware operations.
 - 4 most common planning tools.
 - 3 most common flowchart symbols.
 - 7 steps on a program development life cycle.
- a. 1. ~~Hardware~~
2. ~~Software~~
3. ~~People ware~~
- b. 1. ~~Input~~
2. ~~Processing~~
3. ~~Output~~
- c. 1. ~~Strategic~~
2. ~~Tactical~~
3. ~~Operational~~
4. ~~Contingency~~
- d. 1. ~~Rectangle (Process symbol)~~
2. ~~Parallelogram (Input/Output symbol)~~
3. ~~Diamond (Decision Symbol)~~
- e. 1. ~~Understand the Problem~~
2. ~~Plan the logic~~
3. ~~Code the program~~
4. ~~Use Software to translate the program into machine language~~
5. ~~Test the program~~
6. ~~Put the program into production~~
7. ~~Maintain the program~~