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School of Computing and Information Technologies

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PROGCON - CHAPTER 1

202+18=51

CLASS NUMBER: 03

SECTION: AC 192

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PART 1: Identify the following.

1. A combination of all the components required to process and store data using a computer. (Computer System)
2. The equipment or physical devices that are associated with a computer. (Hardware)
3. The computer instructions that tell the hardware what to do. (Software)
4. The instruction sets written by programmers. (Programs)
5. A type of software such as word processing, spreadsheets, payroll and inventory, even games (Application Software)
6. Errors in language or grammar. (Syntax Errors)
7. Software such as operating systems like Windows, Linux, or UNIX (System Software)
8. Describes the entry of data items into computer memory using hardware devices such as keyboards and mice. (Input)
9. Indicates an input operation and is represented by a parallelogram in flowcharts. (Input Symbol)
10. Represented by a parallelogram in flowcharts. (Data Shape)
11. May involve organizing them, checking them for accuracy, or performing calculations with them. (Data Items)
12. Indicates a processing operation and is represented by a rectangle in flowcharts. (Processing Symbol)
13. The hardware component that processes data. (CPU)
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)
15. Indicates an output operation and is represented by a parallelogram in flowcharts. (Output Symbol)
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. (Programming Language)
18. Grammar rules of a language. (Syntax)
19. Errors in language or grammar. (Syntax Errors)
20. The temporary, internal storage within a computer. (Computer Memory)
21. Describes storage whose contents are retained when power is lost. (Nonvolatile Memory)
22. Translates a high-level language into machine language and tells you if you have used a programming language incorrectly. (Translator Program)
23. Errors in program logic produce incorrect output (Logical Errors)
24. A named memory location whose value can vary. (Variable)
25. People who benefit from using computer programs. (Users/End Users)

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.

Logical_Errors
30. When instructions are performed in the wrong order, too many times, or not at all.

Logical Errors
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? Hardware, Software, & Humanware
b. 3 major computer hardware operations. Input, Processing, & Output
c. 4 most common planning tools, Flowcharts, Pseudocode, IPO Charts, & TDE charts
d. 3 most common flowchart symbols. Input/Output Symbol, Processing Symbol, & Terminal Symbols
e. 7 steps on a program development life cycle.

Understand the problem
Plan the logic
Code the program
Use software to translate the program into machine language
Test the program
Put the program into production
Maintain the program