**Arthur Murillo TD2 | TP4**

**Programming questions**

**1. What are the 6 steps in programming?**

* Program specification
* Program design
* Program code
* Program test
* Program documentation
* Program maintenance

**2. Which one do you prefer? Why? Why not?**

My favorite one would probably be specification because it is, to me, the easiest one, and I like to analyze a specific problem in order to find the proper solution to it.

**3. Do computers understand human languages? Why?/ Why not?**

They don’t, and that’s a good thing because human languages often require interpretation, and a machine is not capable to extrapolate when it comes to human communication, that’s why we need a specific language for machines, one that does not contain any ambiguous or wrong words / instructions.

**4. What is the function of an assembler?**

The assembler is a software whose main purpose is to translate short instructions into machine code, that the machine will then execute.

**5. Why did software developers design high-level languages?**

Developers designed high-level languages to be understood by most people and overcome the problem of intercommunication between diferent types of computers.

**6. What is the difference between a compiler and an interpreter?**

An interpreter translates lines of codes line by line as the program is running werehas a compiler translates the whole source code in one go.

**Steps in programming**

Understand the problem and plan a solution

Make a flowchart of the program

Write instructions in a programming language

Compile the program (to turn it into machine code)

Test and debug the program

Prepare documentation

Match the words (1-7) with the definitions (a-g)

1 f

2 c

3 a

4 d

5 e

6 b

7 g

Complete the following with one of the words in bold.

1 programming

2 program

3 programmers

4 programmable

5 compilation

6 compiler

7 compile

8 bug

9 debugger[…] and debug other programs.

10 debugging