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Date: 09/29/2017 **Class: Computer Science 1, 1st Period, 2017**
Score: 54 / 64 (84.38%)

Computer Science 1: 2017 Unit 1, An Overview, Part 1

MULTIPLE CHOICE

D 1. The CPU is sometimes called the _____.
a. abacus
b. hard drive
c. random access memory
d. microprocessor

Points: 1 / 1

A 2. RAM stands for _____.
a. random access memory
b. brain
c. abacus
d. microprocessor

Points: 1 / 1

B 3. 8 bits =
a. 1000 bytes
b. 1 byte
c. read only memory
d. 1,000,000 bytes

Points: 1 / 1

C 4. ROM stands for _____.
a. 1000 bytes
b. 1 byte
c. read only memory
d. 1,000,000 bytes

Points: 1 / 1

A 5. 1 gigabyte is
a. 2^{10} bytes.
b. 1,048,576 bytes.
c. 1,073,741,824 bytes.
d. 1024 bytes.

Points: 0 / 1

A 6. What is the term used for 4 bits?
a. nibble
b. bit
c. kibble
d. byte

Points: 1 / 1

B 7. The part of the computer; a single component, that does the actual computing is the _____.

a. Monitor
b. Central Processing Unit
c. Keyboard
d. RAM

Points: 1 / 1

A 8. A _____is simply a list of unambiguous instructions meant to be followed mechanically by a computer.

a. program
b. list
c. case
d. applet

Points: 1 / 1

C 9. A computer is built to carry out instructions that are written in a low-level language called _____.

a. simple language
b. complex language
c. machine language
d. motherboard language

Points: 1 / 1

A 10. When the CPU executes a program, that program is stored in the computer's _____ _____ (also called the _____).

a. main memory, RAM
b. hard drive, disk
c. motherboard, hard drive
d. ROM, main memory

Points: 1 / 1

B 11. The computer's main memory consists of a sequence of memory _____.

a. values
b. locations
c. numbers
d. programs

Points: 1 / 1

B 12. Each memory location within the computer is associated with a unique sequence number called a(n) _____.

a. instruction
b. address
c. name
d. butterfly

Points: 1 / 1

D 13. The CPU executes a program by repeatedly reading, or _____, an instruction from memory and then carrying out, or _____, that instruction.

a. writing, loading
b. executing, fetching
c. receiving, showing
d. fetching, executing

Points: 1 / 1

A 14. The process of fetching an instruction, executing it, fetching another instruction, executing it, and so on forever… is called the _____.

a. fetch-and-execute cycle
b. receive-and-show cycle
c. machine language process
d. Jessica-Martin-timeline

Points: 1 / 1

A 15. The CPU uses one of its registers, called the _____, or PC, to keep track of where it is in the program it is executing.

a. program counter
b. personal computer
c. pink carnation
d. program code

Points: 1 / 1

C 16. The PC stores the address of the next _____ that the CPU should execute.

a. byte
b. transistors
c. instruction
d. data

Points: 1 / 1

B 17. A computer is a machine built of millions of tiny switches called _____, which have the property that they can be wired together in such a way that an output from one switch can turn another switch on or off.

a. transistors
c. circuits
b. bits
d. lights

Points: 0 / 1

A 18. A binary number is made up of just two possible digits, _____and _____.

a. 0, 1
c. 0, 16
b. 2, 4
d. 8, 32

Points: 1 / 1

C 19. When a machine language instruction is loaded into the CPU, certain _____ are turned on or off in the pattern that encodes that particular instruction.

a. buttons
c. switches
b. variables
d. wired

Points: 1 / 1

C 20. A computer system typically includes devices such as a _____ for storing programs and data files.

a. printer
c. hard drive
b. closet
d. monitor

Points: 1 / 1

D 21. A computer system may include devices such as a _____ for user input.

a. RAM
c. hard drive
b. printer
d. mouse

Points: 1 / 1

A 22. A computer system includes devices such as a _____ which can be used to display the computer's output.

a. monitor
b. keyboard
c. hard drive
d. network interface

Points: 1 / 1

B 23. The CPU communicates with each device in a system, using a_____, which consists of software that the CPU executes when it has to deal with the device.

a. telephone
b. device driver
c. tin can
d. email message

Points: 1 / 1

A 24. A _____ is a set of wires that carry various sorts of information between the devices connected to those wires.

a. bus
b. car
c. cable
d. boat

Points: 1 / 1

C 25. The CPU responds to an interrupt signal by _____.

a. sending an electric shock to the keyboard
b. sending a pop-up message to the user's computer screen
c. putting aside whatever it is doing in order to respond to the interrupt
d. ignoring it

Points: 1 / 1

B 26. The instructions that do the processing necessary to respond to an interrupt is called an _____.

a. program
b. interrupt handler
c. instruction manual
d. automatic distracter

Points: 1 / 1

C 27. Events happen "_____," that is, at unpredictable times.

a. predictably
b. automatically
c. asynchronously
d. mechanically

Points: 1 / 1

C 28. All modern computers use _____ to perform several tasks at once.

a. multiprocessors
b. memory
c. multitasking
d. tweeting

Points: 1 / 1

A 29. Some computers can be used by several people at once since the CPU is so fast, it can quickly switch its attention from one user to another, this type of multitasking is called _____.

a. timesharing
b. networking
c. an mmorpg
d. facebooking

Points: 1 / 1

A 30. The _____ is the basic, essential software without which a computer would not be able to function.

a. operating system
b. electrical system
c. word processor
d. web browser

Points: 1 / 1

B 31. _____ consists of very simple instructions that can be executed directly by the CPU of a computer.

a. Program language
b. Machine language
c. English
d. Artificial intelligence

Points: 1 / 1

A 32. Almost all programs are written in _____ programming languages.

a. high-level
b. complex
c. easy
d. low-level

Points: 1 / 1

C 33. Some high-level programming languages include _____, _____, or _____

a. machine language, assembly, fortran
b. English, Spanish, Russian
c. Java, Pascal, C++
d. Microsoft, Apple, Unix

Points: 1 / 1

B 34. Translation is done by a program called a _____.

a. assembler
b. compiler
c. translator
d. text editor

Points: 1 / 1

A 35. The designers of Java chose to use a combination of _____.

a. computation and interpretation
b. documentation and reiteration
c. compilation and interpretation
d. compilation and indiscretion

Points: 0 / 1

A 36. The Java interpreter, a so-called "virtual" computer, is known as the _____, or JVM.

a. Java Virtual Machine
b. Virtual Reality System
c. Java Programming Language
d. Java Velocity Manager

Points: 1 / 1

D 37. The Java programmers use the _____ which includes the Java compiler.

a. Java Virtual Machine (JVM
b. Java Compiler Kit (JCK)
c. Java Programming Language (JPL)
d. Java Development Kit (JDK)

Points: 1 / 1

B 38. A different Java bytecode interpreter is needed for each type of _____, but once a computer has a Java bytecode interpreter, it can run any Java bytecode _____.

a. program, process
b. computer, program
c. student, problem
d. country, marathon

Points: 1 / 1

B 39. It is the combination of Java and Java bytecode that is _____, _____, and _____.

a. good, bad, ugly
b. platform-independent, secure, network-compatible
c. platform-dependent, secure, network-incompatible
d. redundant, insecure, obsolete

Points: 1 / 1

D 40. The compiled bytecode programs can then be executed by a standard _____.

a. web browser
c. JVM
b. programmer
d. computer

Points: 0 / 1

B 41. To work with data, you need to understand _____ and _____.

a. data, instructions
c. control structures, subroutines
b. variables, types
d. code, more code

Points: 1 / 1

C 42. The programmer needs to keep in mind that a variable name refers to a kind of "_____" in memory that can hold data.

a. hole
c. box
b. void
d. gap

Points: 0 / 1

D 43. In Java and in many other programming languages, a variable has a _____ that indicates what sort of data it can hold.

a. size
c. value
b. box
d. type

Points: 1 / 1

B 44. _____ are special instructions that can change the flow of control.

a. flow structures
c. rules
b. control structures
d. traffic laws

Points: 1 / 1

A 45. A subroutine name can then be used as a _____ for the whole set of instructions.

a. summary
b. substitute
c. acronym
d. abbreviation

Points: 0 / 1

A 46. One of the most effective modern programming methodology is _____.

a. object-oriented programming
b. a computer
c. pen and paper
d. the binary system

Points: 1 / 1

C 47. During the 1970s and into the 80s, the primary software engineering methodology was _____.

a. ancient programming
b. accidental programming
c. structured programming
d. impossible programming

Points: 1 / 1

D 48. Top-down programming deals almost entirely with producing the _____ necessary to solve a problem.

a. program
b. flow charts
c. Venn diagrams
d. instructions

Points: 1 / 1

A 49. As time went on, people realized that the design of the _____ for a program was at least as important as the design of subroutines and control structures.

a. language
b. data structures
c. hardware
d. classroom

Points: 0 / 1

A 50. Producing high-quality programs is _____, so programmers and the people who employ them are always eager to reuse past work.

a. difficult and expensive
c. fun and more fun
b. cheap and easy
d. nearly impossible

Points: 1 / 1

A 51. In _____, the approach is to start with problems that you already know how to solve, and work upwards towards a solution to the overall problem.

a. bottom-up design
c. top down design
b. interior design
d. physics

Points: 1 / 1

C 52. A _____ is a component of a larger system that interacts with the rest of the system in a simple, well-defined, straightforward manner.

a. republican
c. mother board
b. module
d. citizen

Points: 0 / 1

C 53. The central concept of object-oriented programming is the _____, which is a kind of self contained module containing data and subroutines.

a. object
c. program
b. applet
d. teacher

Points: 0 / 1

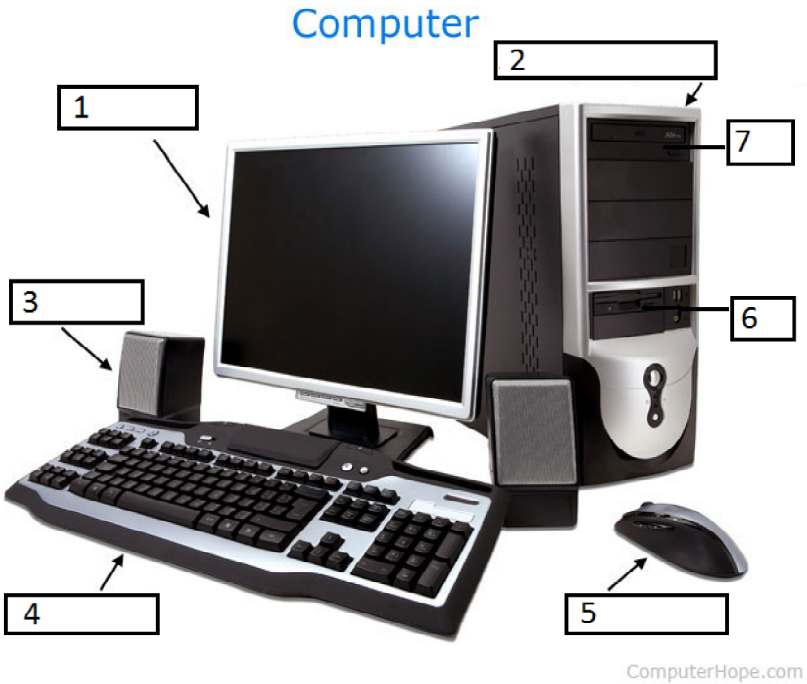
B 54. Objects that contain the same type of data and that respond to the same messages in the same way belong to the same _____.

a. family
c. program
b. class
d. group

Points: 1 / 1

Name: CAELAN KIMBALL **ID: 020022**

MATCHING



a. monitor
b. printer
c. keyboard
d. CD-ROM drive
e. floppy drive
f. mouse
g. speaker
h. CPU

C 55. Identify number 4 on the computer hardware diagram.

Points: 1 / 1

F 56. Identify number 5 on the computer hardware diagram.

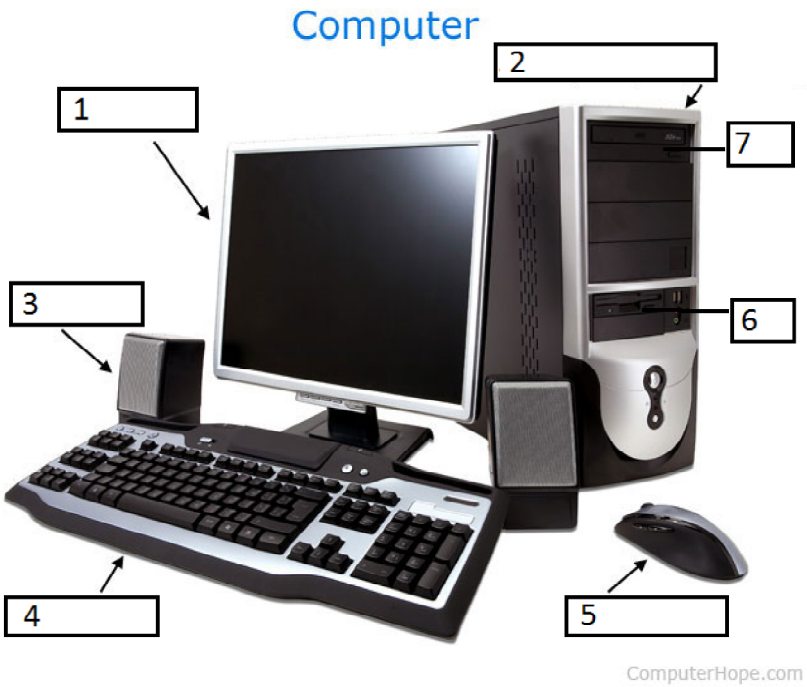
Points: 1 / 1

E 57. Identify number 6 on the computer hardware diagram.

Points: 1 / 1

D 58. Identify number 7 on the computer hardware diagram.

Points: 1 / 1



a. input
b. output
c. both input and output
d. process

B 59. What does item 1 do for the computer and user.

Points: 1 / 1

D 60. What does item 2 do for the computer and user.

Points: 1 / 1

B 61. What does item 3 do for the computer and user.

Points: 1 / 1

A 62. What does item 4 do for the computer and user.

Points: 1 / 1

A 63. What does item 5 do for the computer and user.

Points: 1 / 1

A 64. What does item 7 do for the computer and user.

Points: 0 / 1