

Capítulo 1

This activity contains 19 questions.

1.

Section 1.2 What Is a Computer?

1.2 Q1: Which of the following is not part of a computer's hardware?

- ☐ The screen.
- ☐ The keyboard.
- ☐ The hard disk.
- ☐ The operating system.

2.

Section 1.3 Computer Organization

1.3 Q1: Which of the following is not one of the six logical units of a computer?

- ☐ Printer.
- ☐ Central processing unit.
- ☐ Input unit.
- ☐ Output unit.

3.

Section 1.4 Early Operating Systems

The scheduling procedure that increases throughput by minimizing idle time is:

- ☐ Operating system.
- ☐ Single user batch processing.
- ☐ Compiling.
- ☐ Multiprogramming.

4.

Section 1.5 Personal, Distributed and Client/Server Computing

Which of the following is not a computer?

- ☐ LAN.
- ☐ File server.
- ☐ Workstation.
- ☐ Personal computer.



5.

Section 1.6 The Internet and the World Wide Web

The development of the Internet was originally funded by which U.S. agency?

- ☐ *Federal Communications Commission.*
- ☐ *Federal Trade Commission.*
- ☐ *Department of Defense.*
- ☐ *National Security Agency.*

6.

Section 1.7 Machine Languages, Assembly Languages and High-Level Languages

1.7 Q1: Which of the following is not one of the three general types of computer languages?

- ☐ *Machine languages.*
- ☐ *High-level languages.*
- ☐ *Spoken languages.*
- ☐ *Assembly languages.*

7.

1.7 Q2: Which of the following statements is true?

- ☐ *Interpreter programs run faster than compiler programs.*
- ☐ *Compilers translate high-level language into machine language.*
- ☐ *d. Interpreter programs use assembly language as input.*
- ☐ *Interpreted programs run faster than compiled programs.*

8.

Section 1.8 History of C and C++

1.8 Q1: Today, virtually all new major operating systems are written in:

- ☐ *B or BCPL.*
- ☐ *C or C++.*
- ☐ *Smalltalk.*
- ☐ *UNIX.*

9.

1.8 Q2: C++ is a:

- ☐ Subset of the C Language.
- ☐ Typeless language.
- ☐ Hybrid object-oriented language.
- ☐ Pure object-oriented language.

10.

Section 1.9 C++ Standard Library

1.9 Q1: Which of the following statements about the C++ Standard Library is false:

- ☐ The C++ Standard Library is an important part of the C++ "world."
- ☐ The C++ Standard Library consists of classes and functions that perform tasks.
- ☐ The C++ Standard Library functions and classes are not included in every C++ implementation.
- ☐ An advantage of using classes and functions from the C++ Standard Library is saving the effort of designing, developing and testing new classes.

11.

Section 1.10 History of Java

1.10 Q1: Java was originally developed for:

- ☐ Intelligent consumer devices.
- ☐ Operating systems development.
- ☐ Distributed computing.
- ☐ Personal computers.

12.

Section 1.11 FORTRAN, COBOL, Pascal and Ada

1.11 Q1: Which of the following languages is used primarily for scientific and engineering applications?

- ☐ FORTRAN.
- ☐ Pascal.
- ☐ Basic.
- ☐ COBOL.

13.

1.11 Q2: Pascal lacks which feature found in both Ada and Java?

- ☐ *Ease of use as an instructional language.*
- ☐ *Ability to perform only one activity at a time.*
- ☐ *Ability to specify simultaneous activities.*
- ☐ *Structured programming.*

14.

Section 1.12 BASIC, Visual Basic, Visual C++, C# and .NET

1.12 Q1: Which language was developed expressly for the .NET platform?

- ☐ *C#.*
- ☐ *Basic.*
- ☐ *Visual Basic.*
- ☐ *Visual C++.*

15.

Section 1.13 Key Software Trend: Object Technology

1.13 Q1: Which of the following is not one of the benefits of object-oriented programming?

- ☐ *Fewer source code files.*
- ☐ *Enables code reuse.*
- ☐ *More understandable code.*
- ☐ *More easily-maintained code.*

16.

Section 1.14 Typical C++ Development Environment

1.14 Q1: Preprocessor directives are processed before the C++ program is:

- ☐ *Linked.*
- ☐ *Compiled.*
- ☐ *Loaded*
- ☐ *Executed*

17.

1.14 Q2: In phase 4 of a C++ program, the linker links:

- ☐ *The object code with the external libraries*
- ☐ *The primary memory with the CPU*
- ☐ *The executable code with primary memory*

- ☐ The source code with the object code

18.

Section 1.17 Software Engineering Case Study: Introduction to Object Technology and the UML

1.17 Q1: The other classes or functions that use a certain class are referred to as its:

- ☐ Clients.
- ☐ Member functions.
- ☐ Methods.
- ☐ Data members.

19.

1.17 Q2: Which of the following is not true of object-oriented design?

- ☐ OOD encapsulates attributes and operations into objects.
- ☐ OOD takes advantage of inheritance relationships.
- ☐ Each class can be used to create multiple objects.
- ☐ OOD focuses on actions (verbs).

Clear Answers / Start Over

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