№18

1) Зависимость от импорта газа и топлива.
2) Различные взгляды
3) Настойчивый звонок телефона
4) Настойчивая попытка
5) Значительный вклад в проект
6) Доминирующая прослойка общества
7) Географически удаленные зоны мира
8) Вакантное место
9) Высококонкурентноспособные цены
10) Высокопродуктивный производственный метод
11) Креативная личность
12) Привлекательное предложение
13) Защитная одежда

№19

1) is the process of writing code that tells the computer how to perform a task.
2) Problem definition, Problem analysis, Algorithm design and representation, Coding and debugging
3) It is important to correctly identify the problem so as not to rewrite the code
4) Before a program can be designed to solve a particular problem, the problem must be well and clearly defined first in terms of it’s input and output requirements.
5) The flowchart is used to visualize the logic of the program
6) They state the concept in English or mathematical notation.
7) Flowcharts typically do not display programming language commands.
8) Process , Input\Output, Flowline, Annotation, Decision, Terminal, Connector, Predefined process
9) Crossing between human and programming language.
10) By using the algorithms as basis.
11) The process of adding fixes to the program in case of error.
12) Compile-time error and run-time error
13) Compile-time error – The compiler will detect the error and the program will not even compile; Runtime error – logical errors that cannot be detected by compiler.
14) Detecting compile rerrors.

№25

Computer programming is the process of writing an algorithm, which is a set of instructions that can transform input into output in a finite amount of time. Before writing code, you need to analyze the problem. Before a program can be designed to solve specific problems
the problem should be well and clearly defined in terms of its inputs and outputs first.
requirements. A flowchart is a design tool, a representation for graphical representation of the logic of a solution.
The programmer must also determine under what input data the program does not work correctly and find ways to solve these problems. This process is called debugging.