

COMPUTER PROGRAMMING CONCEPTS (390)

—OPEN EVENT—

REGIONAL – 2018

DO NOT WRITE ON TEST BOOKLET

TOTAL POINTS

_____ (100 points)

Failure to adhere to any of the following rules will result in disqualification:

- 1. Contestant must hand in this test booklet and all printouts. Failure to do so will result in disqualification.**
- 2. No equipment, supplies, or materials other than those specified for this event are allowed in the testing area. No previous BPA tests and/or sample tests or facsimile (handwritten, photocopied, or keyed) are allowed in the testing area.**
- 3. Electronic devices will be monitored according to ACT standards.**

No more than sixty (60) minutes testing time

Property of Business Professionals of America.
May be reproduced only for use in the Business Professionals of America
Workplace Skills Assessment Program competition.

MULTIPLE CHOICE

Identify the letter of the choice that best completes the statement or answers the question.

1. Using the object-oriented approach, a(n) ____ is a combined set of attributes and actions.
 - a. algorithm
 - b. prototype
 - c. abstraction
 - d. class
2. The compiler is responsible for ____.
 - a. translating high-level programming language into machine-readable form
 - b. controlling the operation of the system
 - c. producing output from programming language such as C#
 - d. producing UML diagrams during the design phase
3. During which phase of software development should questions be asked to clarify the problem definition?
 - a. analysis
 - b. design
 - c. coding
 - d. testing
4. Packaging data characteristics and behaviors into a class is called ____.
 - a. inheritance
 - b. instantiation
 - c. encapsulation
 - d. classes
5. If you write a program and, instead of multiplying two values together as intended, you divide one value by the other, you produce a(n) ____ error.
 - a. syntax
 - b. analysis
 - c. logic
 - d. design
6. The set of rules that a language such as C# has to follow are called ____ rules.
 - a. syntax
 - b. semantic
 - c. compiler
 - d. language
7. The first step found in most software development methodologies is ____.
 - a. design
 - b. analysis
 - c. code
 - d. desk check

8. The diagram used in object-oriented development to show the characteristics and behaviors of a class is a(n) _____.
 - a. flowchart
 - b. structure chart
 - c. class diagram
 - d. UML
9. What object-oriented feature enables you to define subclasses that share some of the characteristics of other classes?
 - a. encapsulation
 - b. polymorphism
 - c. abstraction
 - d. inheritance
10. A(n)_____ version of software has not been fully tested and may still contain bugs or errors.
 - a. alpha
 - b. maintenance
 - c. bug
 - d. beta
11. On a class diagram, the minus symbol shown beside the data member indicates the member is _____.
 - a. accessible to any methods that use the class
 - b. a behavior of the data
 - c. public
 - d. private
12. When should test plans be developed?
 - a. During the analysis and design phases
 - b. After the solution has been designed
 - c. During the implementation phase
 - d. After the solution has been coded
13. One class predefined as part of .NET is _____.
 - a. System
 - b. Console
 - c. namespace
 - d. main
14. In a C# program, namespace is used to _____.
 - a. display information on the monitor
 - b. identify where the program begins
 - c. add a reference to the most common classes in .NET
 - d. group functionally related types under a single name

15. In Visual Studio.NET, the feature that attempts to sense what you are going to type before you type it is called _____.
 - a. Help
 - b. Tools
 - c. IntelliSense
 - d. ToolTip
16. Which of the following would display "Good day!" on the screen?
 - a. `WriteLine.Console("Good day!");`
 - b. `Console.WriteLine["Good day!"];`
 - c. `WriteLine.Console{ "Good day!"};`
 - d. `Console.WriteLine("Good day!");`
17. Comments that use two forward slashes are called _____.
 - a. block
 - b. multiline
 - c. XML
 - d. inline
18. Program execution halts in a C# program when _____.
 - a. the last line in the program listing is executed
 - b. the last statement in `Main()` is executed
 - c. the stop statement is encountered
 - d. the Exit command from the File menu is selected
19. A(n) _____ is a collection of one or more program statements combined to perform some action.
 - a. class
 - b. object
 - c. method
 - d. field
20. A quick way to identify a method is by looking for _____.
 - a. the keyword `class`
 - b. the `{ }` combination
 - c. parentheses
 - d. a namespace
21. `Console` is a _____ and `WriteLine()` is a _____.
 - a. method, class
 - b. namespace, method
 - c. class, namespace
 - d. class, method

22. WriteLine() differs from Write() in that ____.
- a. WriteLine() does not automatically advance to the next line
 - b. smaller items are printed using Write()
 - c. WriteLine() was added in later releases of C#
 - d. WriteLine() advances to the next line after it finishes displaying output
23. Which character is called the escape character in C#?
- a. #
 - b. Esc
 - c. \
 - d. '
24. Given the following output statement, what would be displayed?
Console.Write("Ok\\ \"I'm sure\");
- a. "Ok\\ \"I'm sure\""
 - b. Ok\ "I'm sure"
 - c. Ok "I'm sure"
 - d. Ok I'm sure
25. Which method of the Console class allows multiple characters to be input via the keyboard?
- a. Write()
 - b. Read()
 - c. Input()
 - d. ReadLine()
26. An IDE enables you to ____.
- a. type your program statements into an editor
 - b. debug an application
 - c. compile an application
 - d. all of the above
27. The compiler checks for ____.
- a. semantic violations
 - b. files that are too large
 - c. debugger options
 - d. syntax rule violations
28. Run-time errors are more difficult to find than syntax errors because ____.
- a. the program may compile and produce results with a run-time error
 - b. run-time errors are violations in the rules of the language
 - c. the program can never run if it has a run-time error
 - d. the program will never stop if it has a run-time error

29. ____ is normally part of the analysis phase of software development.
- Making sure you understand the problem definition
 - Designing a prototype of the desired output
 - Coding the solution using an algorithm
 - Developing an algorithm to solve the problem
30. Which of the following statements would produce the output shown here?
- ```
Live
Life to the fullest
```
- `Console.WriteLine("Live\nLife to the \tfullest");`
  - `Console.WriteLine("Live Life to the fullest");`
  - `Console.WriteLine("Live  
Life to the fullest");`
  - `Console.WriteLine("Live\\nLife to the \\tfullest");`
31. Which of the following is a *valid* identifier?
- `score#1`
  - `amount owed by student`
  - `finalGrade`
  - `4thExam`
32. The number 3.45 is an example of a(n) \_\_\_\_ type.
- `bool`
  - `int`
  - floating point
  - `char`
33. The value *true* could be stored in a variable of \_\_\_\_ type.
- `bool`
  - decimal
  - `char`
  - floating point
34. The special character that can be used with an identifier is \_\_\_\_.
- - \_
  - \*
  - #
35. Which statement subtracts 100 from the original value of an answer?
- `100 -= answer;`
  - `answer = 100 -;`
  - `answer -= 100;`
  - `answer -= 100;`

36. Given the following declarations, what is stored in `ans` as a result of the arithmetic expression?
- ```
int ans = 0, v1 = 5, v2 = 8;  
ans = v2 % v1++;
```
- 1.3333
 - 1.6
 - 2
 - 3
37. What is stored in `ans` as a result of the arithmetic expression, given the following declarations?
- ```
int ans = 5, v1 = 2, v2 = 10, v3 = 18;
ans += v1 + 10 * (v2-- / 5) + v3 / v2;
```
- 27
  - 12
  - 29
  - none of the above
38. Which of the following formats the first argument to display an amount with two digits to the right of the decimal?
- {0:C}
  - {0:c}
  - {0:f2}
  - all of the above
39. One convention used for naming identifiers is called Pascal case. This convention requires that \_\_\_\_.
- the first letter be lowercase with the first letter of each subsequent word capitalized
  - all letters appear in uppercase characters
  - the first letter be uppercase with the first letter of each subsequent word capitalized
  - all letters appear in lowercase with words separated by an underscore
40. Probably the *most* important rule for naming identifiers is \_\_\_\_.
- do not use over 12 characters for the identifier
  - number the identifiers and begin each identifier with an numeric character representing its number
  - use a lowercase character for the first character of the identifier
  - be descriptive and select a meaningful name
41. Which of the following would be the *most* appropriate identifier for a memory location that will store the amount of rainfall for a given period of time?
- time
  - amount of rain
  - amountOfRain
  - amountofrainforsomeperiodoftime

42. Which of the following is a valid compile-time initialization for amountDue, a floating point variable of the double type, that will initially be set to zero?
- a. amountDue = 0;
  - b. amountDue = '0';
  - c. amountDue = 0m;
  - d. amountDue = 0f;
43. Which of the following is a valid compile-time initialization for amountDue, a variable of the decimal type, that will initially be set to zero?
- a. amountDue = 0;
  - b. amountDue = '0';
  - c. amountDue = 0m;
  - d. amountDue = 0d;
44. A variable of type bool can store \_\_\_\_.
- a. "true"
  - b. TRUE
  - c. true
  - d. all of the above
45. A valid string literal representing the last month of the year is \_\_\_\_.
- a. 12
  - b. "December"
  - c. lastMonthOfTheYear
  - d. December
46. The value stored in answer after the following expression is evaluated is
- ```
int v1 = 10, v2 = 5, ans = 3;
ans += --v1 * v2++;
```
- a. 39
 - b. 48
 - c. 57
 - d. none of the above
47. Which of the following expressions would be evaluated *first*?
- ```
ans += v1 + v2 * v3 % 2;
```
- a. ans += v1
  - b. v1 + v2
  - c. v2 \* v3
  - d. v3 % 2



48. The result of the following expression is \_\_\_\_.
- ```
double ans, v1 = 45.7, v2 = 10.5;  
int v3 = 5;  
ans = (int) v1 + v2 / (double) v3;
```
- a. 48.8
 - b. 47.1
 - c. 48
 - d. 47
49. The value 3.42e-4 is equivalent to ____.
- a. 3420000
 - b. .000342
 - c. -3.420000
 - d. -.000342
50. In order to format the first argument in the WriteLine method so that it prints the value 5343.67 as \$5,343.67 with a comma and a dollar symbol, you would insert the following format string as the argument to the WriteLine() ____.
- a. "{0:\$,2}"
 - b. "{C:0}"
 - c. "{0:C}"
 - d. "{0:F,2,\$}"



COMPUTER PROGRAMMING CONCEPTS (390)

—OPEN EVENT—

REGIONAL – 2018

TOTAL POINTS

_____ (100 points)

**Graders: Please double check and verify all scores
and answer keys!**

Property of Business Professionals of America.

May be reproduced only for use in the Business Professionals of America

Workplace Skills Assessment Program competition.

COMPUTER PROGRAMMING CONCEPTS-OPEN - REGIONAL 2018
ANSWER KEY
Page 2 of 2



- | | |
|-------|-------|
| 1. D | 26. D |
| 2. A | 27. D |
| 3. A | 28. A |
| 4. C | 29. A |
| 5. C | 30. A |
| 6. A | 31. C |
| 7. B | 32. C |
| 8. C | 33. B |
| 9. D | 34. B |
| 10. D | 35. D |
| 11. D | 36. D |
| 12. A | 37. C |
| 13. B | 38. D |
| 14. D | 39. C |
| 15. C | 40. D |
| 16. D | 41. C |
| 17. D | 42. A |
| 18. B | 43. C |
| 19. C | 44. C |
| 20. C | 45. B |
| 21. D | 46. B |
| 22. D | 47. C |
| 23. C | 48. B |
| 24. B | 49. B |
| 25. D | 50. C |