**QUESTION 1**

A(n)\_\_\_\_\_ is a set of instructions that a computer follows to perform a task.

|  |  |  |
| --- | --- | --- |
|  | a. | Compiler |
|  | b. | Program |
|  | c. | Interpreter |
|  | d. | Programming language |

**QUESTION 2**

The physical devices that a computer is made of are referred to as \_\_\_\_

|  |  |  |
| --- | --- | --- |
|  | a. | Hardware |
|  | b. | software |
|  | c. | The operating System |
|  | d. | tools |
|  |  |  |

**QUESTION 3**

The part of a computer that runs programs is called \_\_\_\_

|  |  |  |
| --- | --- | --- |
|  | a. | Hardware |
|  | b. | Software |
|  | c. | The operating System |
|  | d. | tools |

**QUESTION 4**

Today, CPU's are small chips know as \_\_\_\_

|  |  |  |
| --- | --- | --- |
|  | a. | ENIACs |
|  | b. | Secondary Storage |
|  | c. | Main memory |
|  | d. | The CPU |

**QUESTION 5**

The computer stores a program while the program is running, as well as the data that the program is working with, in \_\_\_\_

|  |  |  |
| --- | --- | --- |
|  | a. | ENIACs |
|  | b. | Microprocessors |
|  | c. | Memory Chip |
|  | d. | Operating system |

**QUESTION 6**

\_\_\_\_\_is a volatile type of memory that is used only for temnporaty storage while a program is running.

|  |  |  |
| --- | --- | --- |
|  | a. | Ram |
|  | b. | Secondary storage |
|  | c. | The disk drive |
|  | d. | The USB drive |

**QUESTION 8**

A component that collects data from peoplke or other devices and sends it to the computer is called\_\_\_\_.

|  |  |  |
| --- | --- | --- |
|  | a. | An output Device |
|  | b. | An input device |
|  | c. | A secondary storage device |
|  | d. | Main memory |

**QUESTION 9**

A video display is a(n)\_\_A\_\_\_device.

|  |  |  |
| --- | --- | --- |
|  | a. | Output |
|  | b. | Input |
|  | c. | secondary storage |
|  | d. | Main memory |

**QUESTION 10**

\_\_\_\_\_ is enough memory to store a letter of the alphabet or a small number.

|  |  |  |
| --- | --- | --- |
|  | a. | Byte |
|  | b. | Bit |
|  | c. | Switch |
|  | d. | Transistor |

**QUESTION 11**

A byte is made up of eight\_\_\_\_.

|  |  |  |
| --- | --- | --- |
|  | a. | CPUs |
|  | b. | Instructions |
|  | c. | Variables |
|  | d. | Bits |

**QUESTION 12**

In the \_b\_\_\_ numbering system, all numeric values are written as sequences of 0s and 1s.

|  |  |  |
| --- | --- | --- |
|  | a. | hexadecimal |
|  | b. | binary |
|  | c. | octal |
|  | d. | decimal |

**QUESTION 1**3

A bit that is turned off represents the following value:\_\_\_\_.

|  |  |  |
| --- | --- | --- |
|  | a. | 1 |
|  | b. | -1 |
|  | c. | 0 |
|  | d. | “no” |

**QUESTION 14**

A set of 128 numeric codes that represents the English letters, various punctuation marks, and other characters is\_\_\_\_.

|  |  |  |
| --- | --- | --- |
|  | a. | binary numbering |
|  | b. | ASCII |
|  | c. | Unicode |
|  | d. | ENIAC |

**QUESTION 15**

An extensive encoding scheme that can represent the characters of many of the languages in the world is \_\_\_\_\_\_.

|  |  |  |
| --- | --- | --- |
|  | a. | binary numbering |
|  | b. | ASCII |
|  | c. | Unicode |
|  | d. | ENIAC |

**QUESTION 16**

Negative numbers are encoded using the \_\_\_\_\_technique.

|  |  |  |
| --- | --- | --- |
|  | a. | two's complement |
|  | b. | floating point |
|  | c. | ASCII |
|  | d. | Unicode |

**QUESTION 17**

Real numbers are encoded using the \_\_\_\_technique

|  |  |  |
| --- | --- | --- |
|  | a. | two's complement |
|  | b. | floating point |
|  | c. | ASCII |
|  | d. | Unicode |

**QUESTION 18**

The tiny dots of color that digital images are composed of are called\_\_\_\_.

|  |  |  |
| --- | --- | --- |
|  | a. | bits |
|  | b. | bytes |
|  | c. | color packets |
|  | d. | pixels |

**QUESTION 19**

IF you were to look at a machine language program, you would see \_\_\_.

|  |  |  |
| --- | --- | --- |
|  | a. | C# code |
|  | b. | a stream of binary numbers |
|  | c. | English words |
|  | d. | Circuits |

**QUESTION 20**

In the \_\_\_\_ part of the fetch-decode-execute cycle, the CPU determines which operation it should perform.

|  |  |  |
| --- | --- | --- |
|  | a. | Fetch |
|  | b. | decoded |
|  | c. | execute |
|  | d. | Immediately after the instruction is executed |

**QUESTION 21**

In the \_\_\_\_ part of the fetch-decode-execute cycle, the CPU determines which operation it should perform.

|  |  |  |
| --- | --- | --- |
|  | a. | C# |
|  | b. | Assembly language |
|  | c. | machine language |
|  | d. | Java |

**QUESTION 22**

The \_\_\_\_\_\_ Translates an assembly language program to a machine language program.

|  |  |  |
| --- | --- | --- |
|  | a. | assembler |
|  | b. | compiler |
|  | c. | translator |
|  | d. | interpreter |

**QUESTION 23**

The words that make up a high-level programming language are called \_\_\_\_\_.

|  |  |  |
| --- | --- | --- |
|  | a. | binary instructions |
|  | b. | mnemonics |
|  | c. | commands |
|  | d. | keywords |