

## 25 Multiple choice questions

**F**  
**36%**

1. The practice of monitoring and stepping through a program "line by line" to view variables and find problems or "bugs"
  - a. Execute
  - b. **INCORRECT: ~~OPP~~**
  - c. IDE
  - d. **CORRECT: Debug**
  
2. The act of translating regular English expressions used in modern programming languages into machine code
  - a. IDE
  - b. Comment
  - c. Console
  - d. **CORRECT: Compile**
  
3. The use of no spaces and capitals as only the first letter in a compound phrase for a variable or function (example: myFirstVar)
  - a. **INCORRECT: ~~Console~~**
  - b. White Space
  - c. Compiled Language
  - d. **CORRECT: Camel or Pascal Case**
  
4. Machine code or sets of instructions only understood by a computer system
  - a. Interpreted Language
  - b. Compiled Language
  - c. **CORRECT: Low Level Language**
  - d. High Level Language

5. A name given to any type of variable in a program
  - a. Directory
  - b. **CORRECT: Identifiers**
  - c. Debug
  - d. IDE
  
6. Space between characters, words or phrases in an IDE that is generally ignored during the compiling process
  - a. Compile
  - b. Object
  - c. **CORRECT: White Space**
  - d. **INCORRECT: Directory**
  
7. Text that is ignored by the IDE when compiling
  - a. Object
  - b. **INCORRECT: Compile**
  - c. Console
  - d. **CORRECT: Comment**
  
8. Object
  - a. The software that contains the core components of the operating system
  - b. The practice of monitoring and stepping through a program "line by line" to view variables and find problems or "bugs"
  - c. Text that is ignored by the IDE when compiling
  - d. **CORRECT: Theoretically infinite number of things created from classes, typically having attributes and behaviors.**
  
9. The software that contains the core components of the operating system
  - a. **CORRECT: Kernel**
  - b. Debug
  - c. IDE
  - d. SDLC

10. A term used to describe running a program or application on a computer
- a. Debug
  - b. ~~INCORRECT: Path~~
  - c. **CORRECT: Execute**
  - d. Object
11. A computer programming language that when run/downloaded does not need to be compiled to execute
- a. Compiled Language
  - b. Low Level Language
  - c. High Level Language
  - d. **CORRECT: Interpreted Language**
12. A programmers pause point on a line of code where debugging can begin
- a. Selection
  - b. **CORRECT: Break Point**
  - c. ~~INCORRECT: Compile~~
  - d. Object
13. Console
- a. The software that contains the core components of the operating system
  - b. ~~INCORRECT: Integrated development environment or the program used to create applications that run on any number of systems~~
  - c. **CORRECT: Text area valuable for testing that returns information to the developer about the status of the program. You can write things specifically to the console window.**
  - d. Text that is ignored by the IDE when compiling
14. IDE
- a. ~~INCORRECT: Software development lifecycle or span of a products development, testing and use~~
  - b. **CORRECT: Integrated development environment or the program used to create applications that run on any number of systems**
  - c. A term used to describe running a program or application on a computer
  - d. The software that contains the core components of the operating system

15. Object oriented programming. After hard lessons were learned about procedural development, standards were improved for software development to incorporate the notion of "classes" - "attributes" - "behavior" for applications. Now, Object-Oriented Programming is the standard for all modern full-featured languages.
- a. Path
  - b. IDE
  - c. ~~INCORRECT: SDE~~
  - d. CORRECT: OOP
16. High Level Language
- a. A programmers pause point on a line of code where debugging can begin
  - b. A computer programming language that when published is turned into machine code or binary information
  - c. ~~INCORRECT: A computer programming language that when run/downloaded does not need to be compiled to execute~~
  - d. CORRECT: Any computer programming language written in English words, phrases and symbols - uncompiled code.
17. Highlighting a block of text with the intent to copy, move, paste or delete it from the editor
- a. Directory
  - b. Object
  - c. Execute
  - d. CORRECT: Selection
18. Occurs when the compiler encounters code that violated the language rules
- a. Logic Error
  - b. Identifiers
  - c. CORRECT: Syntax Error
  - d. Runtime Error

19. Compiled Language
- a. A programmers pause point on a line of code where debugging can begin
  - b. ~~INCORRECT: Any computer programming language written in English words, phrases and symbols—uncompiled code.~~
  - c. A computer programming language that when run/downloaded does not need to be compiled to execute
  - d. **CORRECT: A computer programming language that when published is turned into machine code or binary information**
20. Usually describes the absolute directory structure to a resource on a computer from the root of a drive inside any number of folders
- a. **CORRECT: Path**
  - b. SDLC
  - c. OOP
  - d. ~~INCORRECT: IDE~~
21. An organizational unit on a computer given a name and has the potential to contain folders and files
- a. **CORRECT: Directory**
  - b. ~~INCORRECT: IDE~~
  - c. Object
  - d. Selection
22. Often called "execution errors" occur when a program must halt immediately without completing an operation
- a. Identifiers
  - b. Syntax Error
  - c. **CORRECT: Runtime Error**
  - d. Logic Error

23. A step-by-step process for completing a programatic task. Often thought of as a recipe. The workflow of a program.
- a. ~~INCORRECT: OOP~~
  - b. Path
  - c. IDE
  - d. **CORRECT: Algorithm**
24. Logic Error
- a. Occurs when the compiler encounters code that violated the language rules
  - b. A name given to any type of variable in a program
  - c. **CORRECT: Errors stemming from the improper use of operators and symbols that make an assignment (= instead of ==)**
  - d. ~~INCORRECT: A programmers pause point on a line of code where debugging can begin~~
25. Software development lifecycle or span of a products development, testing and use
- a. IDE
  - b. ~~INCORRECT: Path~~
  - c. **CORRECT: SDLC**
  - d. OOP