

50 Multiple choice questions

A circular badge with a black border containing the text 'F' and '26%' in a bold, black, sans-serif font.

1. This data type holds the 2 logical values of true/false.
 - a. **CORRECT: Boolean**
 - b. OOP
 - c. Module
 - d. Object

2. Reserving and naming a memory location/unit so it can be used in a program.
 - a. Data Types
 - b. Initialize Variables
 - c. **CORRECT: Declare Variables**
 - d. Return Values

3. Part of a bigger system it's plugged into" that interacts with the rest simply, yet properly.
 - a. Boolean
 - b. **CORRECT: Module**
 - c. **INCORRECT: OOP**
 - d. Case

4. one of many supported of information types reserved in memory
 - a. Parameter
 - b. **CORRECT: Data Types**
 - c. Constants
 - d. Subroutines

5. A loop that has no logical conclusion.
 - a. Counted Loop
 - b. Loop
 - c. **CORRECT: Infinite Loop**
 - d. Nested Loop

6. Data types not defined by the programming language, instead created by the programmer.
 - a. Formatted Text
 - b. Data Types
 - c. Infinite Loop
 - d. **CORRECT: Non-Primitive Types**

7. block of one or more instructions that are run again and again a given number of times
 - a. Infinite Loop
 - b. **CORRECT: Counted Loop**
 - c. Concatenation
 - d. Nested Loop

8. The result of a function, procedure or method that instead of simply running, will pass off information such as a string or an integer
 - a. **INCORRECT: Subroutines**
 - b. Iterate
 - c. Data Types
 - d. **CORRECT: Return Values**

9. It enforces the rule that a variable can only hold its assigned data type.
 - a. Data Types
 - b. **INCORRECT: Strings**
 - c. Subroutines
 - d. **CORRECT: Strongly Typed**

10. Stopping the flow of code to determine if a condition is true or false.
 - a. Return Values
 - b. **INCORRECT: Incrementing**
 - c. Input String
 - d. **CORRECT: Decision Making**

11. Loop inside of a loop.
- a. Infinite Loop
 - b. **CORRECT: Nested Loop**
 - c. Counted Loop
 - d. Loop
12. The value in parentheses after the subroutine name, which provides a subroutine with the info to do its task.
- (No Answer)
- a. Iterate
 - b. **CORRECT: Parameter**
 - c. Data Types
 - d. Integer
13. A kind of module holding data and subroutines resulting from classes.
- a. Switch
 - b. OOP
 - c. **CORRECT: Object**
 - d. Boolean
14. A form of decision making specifying results of int or char values
- a. **CORRECT: Switch**
 - b. Strings
 - c. Case
 - d. Module
15. Simpler names with just 1 word.
- a. **INCORRECT: Computer Virus**
 - b. **CORRECT: Simple Identifiers**
 - c. Incrementing
 - d. Parameter

16. Any number of classified malicious programs designed to limit productivity and even harm computer hardware
- a. Counted Loop
 - b. Output String
 - c. Concatenation
 - d. **CORRECT: Computer Virus**
17. This is used to indicate the remainder when one integer is divided by another.
- a. **INCORRECT: Loop**
 - b. Module
 - c. **CORRECT: Modulo or %**
 - d. Modularity
18. P.E.M.D.A.S
- a. **INCORRECT: Logical Operators**
 - b. Boolean Operators
 - c. **CORRECT: Order of Operations**
 - d. Relational Operators
19. describes a method of representing an approximation of a real number in a way that can support a wide range of values with decimals
- a. Input String
 - b. **INCORRECT: Automation**
 - c. **CORRECT: Float Point**
 - d. Loop
20. A processed value returned to the user.
- (No Answer)**
- a. **CORRECT: Output String**
 - b. Input String
 - c. Strings
 - d. Automation

21. Asking a true/false condition inside of another conditional
- a. Return Values
 - b. Data Types
 - c. **INCORRECT: ~~Nested Loop~~**
 - d. **CORRECT: Nested IF/IF-ELSE**
22. Indicated by the end of a data entry
- (No Answer)**
- a. **CORRECT: Flagged or Sentinal Loop**
 - b. Counted Loop
 - c. Nested Loop
 - d. Infinite Loop
23. Start at the bottom with what you already know and work up to the overall problem.
- a. Output String
 - b. Subroutines
 - c. **CORRECT: Bottom-up Design**
 - d. **INCORRECT: ~~Boolean~~**
24. Ways of, implicitly or explicitly, changing an entity of one data type into another.
- a. **INCORRECT: ~~Concatenation~~**
 - b. Incrementing
 - c. **CORRECT: Type Conversion**
 - d. Automation
25. The value in parentheses after the subroutine name, which provides a subroutine with the info to do its task.
- (No Answer)**
- a. Boolean Operators
 - b. **CORRECT: Reference Parameters**
 - c. Relational Operators
 - d. Return Values

26. 'and' (&&, combines values, is true if both are true and false if either one is), 'or', (| |, is true if either or both are true and false if both are) 'not'(!, will convert true to false and vice versa).
- a. **CORRECT: Boolean Operators**
 - b. **INCORRECT: ~~Order of Operations~~**
 - c. Logical Operators
 - d. Relational Operators
27. Adding 1 to the variable sometimes using ++
- a. Concatenation
 - b. **INCORRECT: ~~Input String~~**
 - c. **CORRECT: Incrementing**
 - d. Parameter
28. A second condition statement specifying another true or false condition
- a. Iterate
 - b. **CORRECT: IF-ELSE Statement**
 - c. **INCORRECT: ~~Float Point~~**
 - d. Input String
29. Use of +, -, *, / and % to combine simple expressions.
- a. Logical Operators
 - b. **INCORRECT: ~~Boolean Operators~~**
 - c. Relational Operators
 - d. **CORRECT: Arithmetic Operators**
30. Compares 2 values with ==, !=, <, >, <=, >=
- a. **CORRECT: Relational Operators**
 - b. Arithmetic Operators
 - c. **INCORRECT: ~~Logical Operators~~**
 - d. Boolean Operators

31. Explains the often complicated set of instructions inside a function, procedure or method
- a. **INCORRECT:** ~~Iterate~~
 - b. Boolean
 - c. **CORRECT:** Subroutines
 - d. Strings
32. The operation of joining two character strings or other values end-to-end
- a. Counted Loop
 - b. **INCORRECT:** ~~Constants~~
 - c. **CORRECT:** Concatenation
 - d. Automation
33. Allows user control with a mouse and icons on a display.
- (No Answer)
- a. Initialize Variables
 - b. **CORRECT:** GUI (Graphic User Interface)
 - c. Arithmetic Operators
 - d. Input String
34. Creating a loop in a program.
- a. **CORRECT:** Iterate
 - b. Case
 - c. Integer
 - d. **INCORRECT:** ~~Object~~
35. This data type holds a single unicode character
- a. **CORRECT:** Char
 - b. **INCORRECT:** ~~Class~~
 - c. OOP
 - d. Loop

36. A list of constants in a program
- a. Formatted Text
 - b. Iterate
 - c. **INCORRECT: ~~Module or %~~**
 - d. **CORRECT: Enumerators or Enum**
37. Allowing the user to provide a value for a program.
- a. **INCORRECT: ~~Strings~~**
 - b. Output String
 - c. Incrementing
 - d. **CORRECT: Input String**
38. Setting the first value of a variable so it can be used in a program.
- a. **CORRECT: Initialize Variables**
 - b. Infinite Loop
 - c. Declare Variables
 - d. Iterate
39. Building software solutions that break the procedural or top down mold and use code chunks that become reusable
- a. Modulo or %
 - b. **CORRECT: Modularity**
 - c. **INCORRECT: ~~Module~~**
 - d. Constants
40. Traditionally a sequence of characters, either as a literal constant or as some kind of variable.
- a. **CORRECT: Strings**
 - b. **INCORRECT: ~~Switch~~**
 - c. Class
 - d. Iterate

41. Often complicated tasks that run on computers involving limited or no user interaction such as a macro
- a. Iterate
 - b. ~~INCORRECT: Concatenation~~
 - c. Parameter
 - d. **CORRECT: Automation**
42. This data type responds to 4 bytes: Range;{-2147483648, 2147483647} or a number without decimals
- a. ~~INCORRECT: Parameter~~
 - b. Case
 - c. **CORRECT: Integer**
 - d. Module
43. The use of "if" followed by a condition resulting in either true or false
- a. IF-ELSE Statement
 - b. **CORRECT: IF Statement**
 - c. Constants
 - d. ~~INCORRECT: Integer~~
44. typically used with Boolean (logical) values; when they are, they return a Boolean value. However, the && and || operators actually return the value of one of the specified operands, so if these operators are used with non-Boolean values, they may return a non-Boolean value.
- a. **CORRECT: Logical Operators**
 - b. Order of Operations
 - c. Boolean Operators
 - d. Relational Operators
45. Break a large problem down into smaller and smaller pieces until you can solve one problem that can be solved directly without further decomposition
- a. **CORRECT: Structured Programming/Top-down Programming**
 - b. Decision Making
 - c. ~~INCORRECT: Order of Operations~~
 - d. GUI (Graphic User Interface)

46. A kind of programming methodology using objects based on built classes.
- a. **INCORRECT:** ~~Char~~
 - b. Class
 - c. **CORRECT:** OOP
 - d. Loop
47. an identifier whose associated value cannot typically be altered
- a. Boolean
 - b. **INCORRECT:** ~~Class~~
 - c. **CORRECT:** Constants
 - d. Strings
48. Instructions sequences repeated. Another term for iterating.
- a. Class
 - b. **INCORRECT:** ~~Char~~
 - c. OOP
 - d. **CORRECT:** Loop
49. This keyword is used in a switch to determining a specified value
- a. Loop
 - b. Char
 - c. Class
 - d. **CORRECT:** Case
50. The blueprint of an object usually containing a name, constructor, properties and actions.
- a. Char
 - b. Loop
 - c. **INCORRECT:** ~~Case~~
 - d. **CORRECT:** Class