Section 3.3 Questions

Short Answers

1. What is the name of the method of programming where programs follow a simple, step-by-step process? |
2. What is the name of the process where a program is tested for errors and those errors are removed? |
3. What approach to programming involved writing a set of rules called a class? |
4. Suppose you are designing a class that will include the standard rules and operations of the rides in the fair. One item that would be part of your class would be the length of time the ride runs. List two other items that could be part of your class. |
5. Suppose you want to use your ride calls to help create a roller coaster ride. What items of information would be specific to a roller coaster that might not be included in your basic ride class? |