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PROGCON - CHAPTER 1

CLASS NUMBER: 105 SECTION: AC192

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PART 1: Identify the following. 29

Computer System 1. A combination of all the components required to process and store data using a computer.

Hardware 2. The equipment or physical devices that are associated with a computer.

Software 3. The computer instructions that tell the hardware what to do.

Programs 4. The instruction sets written by programmers.

Application Software 5. A type of software such as word processing, spreadsheets, payroll and inventory, even games

Syntax Error 6. Errors in language or grammar.

System Software 7. Software such as operating systems like Windows, Linux, or UNIX

~~Computer System~~ Input 8. Describes the entry of data items into computer memory using hardware devices such as keyboards and mice.

Input Symbol 9. Indicates an input operation and is represented by a parallelogram in flowcharts.

Input/Output Symbol 10. Represented by a parallelogram in flowcharts.

processing data items 11. May involve organizing them, checking them for accuracy, or performing calculations with them.

Process/Operation 12. Indicates a processing operation and is represented by a rectangle in flowcharts. process symbol

CPU 13. The hardware component that processes data.

Output 14. Describes the operation of retrieving information from memory and sending it to a device, such as a monitor or printer, so people can view, interpret, and use the results.

Output Symbol 15. Indicates an output operation and is represented by a parallelogram in flowcharts.

Programming Language 16. Used to write computer instructions called program code; used to write programs.

Programming language 17. Also includes languages such as Visual Basic, C#, C++, Java.

18. Grammar rules of a language. syntax

19. Errors in language or grammar. syntax error

random access memory (RAM) ~~(Computer memory)~~ 20. The temporary, internal storage within a computer. computer memory

non-volatile memory 21. Describes storage whose contents are retained when power is lost.

Compiler/Interpreter 22. Translates a high-level language into machine language and tells you if you have used a programming language incorrectly.

Logical errors 23. Errors in program logic produce incorrect output

Variable 24. A named memory location whose value can vary.

Users or end users 25. People who benefit from using computer programs.

Documentation 26. Consists of all the supporting paperwork for a program.
Algorithm 27. The sequence of steps necessary to solve any problem.
Desk-checking 28. The process of walking through a program's logic on paper.
Coding the program 29. The act of writing programming language instructions.
30. When instructions are performed in the wrong order, too many times, or not at all. Logical errors
Logical errors 31. Errors in program logic produce incorrect output
Test 32. Execute the program with some sample data to see whether the results are logically correct
Debugging 33. What is the process of finding and correcting program errors?
Conversion 34. The entire set of actions an organization must take to switch over to using a new program or set of programs
Maintenance 35. Consists of all the improvements and corrections made to a program after it is in production.

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PART 2: Enumeration

a. 3 major components of a computer system?
b. 3 major computer hardware operations.
c. 4 most common planning tools.
d. 3 most common flowchart symbols.
e. 7 steps on a program development life cycle.

a. 1. Hardware
2. Software application software
3. people / humanware system software

b. 1. Input
2. Processing
3. Output

c. 1. ~~Strategic~~ Flowcharts
2. ~~Tactical~~ Pseudo codes
3. ~~Operational~~ IPO charts
4. ~~Contingency Planning~~ TCE Charts

d. 1. Terminal Symbols
2. Input Symbols
3. Output Symbols

e. 1. Understand the Problem
2. Plan the logic
3. Write the code
4. Translate the code
5. Test the program
6. Put the program into production
7. Maintain the program