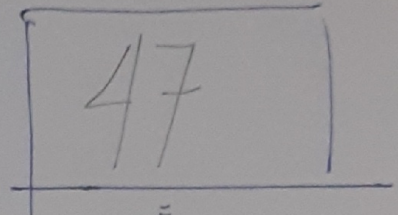




School of Computing and Information Technologies

PROGCON - CHAPTER 1

#05



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CLASS NUMBER: 105

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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~~ 8. Describes the entry of data items into computer memory using hardware devices such as keyboards and mice.
- Input
- 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) 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.
- Logical errors 30. When instructions are performed in the wrong order, too many times, or not at all. *logic error*
- Test 31. Errors in program logic produce incorrect output
- Debugging 32. Execute the program with some sample data to see whether the results are logically correct
- Conversion 33. What is the process of finding and correcting program errors?
- Maintenance 34. The entire set of actions an organization must take to switch over to using a new program or set of programs
35. Consists of all the improvements and corrections made to a program after it is in production.

PART 2: Enumeration

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

- a. 1. hardware
2. software application system
3. people/humanware system
- b. 1. Input
2. Processing
3. Output
- c. 1. Strategic Flowcharts
2. Tactical Pseudocodes
3. Operational IPO charts
4. Contingency Planning TOE 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