q1PlsCincepts

This is a short quiz on Programming Language Concepts

There are 12 questions in this survey

Identity

These questions establish who you are.

What is your first name? *

Please write your answer here:

What is your last name? *

Please write your answer here:

What is your CUNY First ID?

Only numbers may be entered in this field.

Please write your answer here:

What would you like to be called? *

Please write your answer here:

What is your preferred pronoun?

Please write your answer here:

LanguageTypes

These questions will test your ability to recognize the difference between language types.

These programming languages use statements that change a program's state. In much the same way that the a simmilar mood in natural languages expresses commands, such a program consists of commands for the computer to perform. This programming focuses on describing *how* a program operates. *

Please choose **only one** of the following:

- ○ Imperative
- ○ procedural
- ○ object oriented
- ○ functional

This type of programming language in which the program is built from one or more procedures subroutines (sometimes confusingly called functions). State changes are localized to procedures or restricted to explicit arguments and returns from procedures, is a form of structured programming. From the 1960s onwards, structured programming and modular programming in general have been promoted as techniques to improve the maintainability and overall quality of imperative programs.

*

Please choose **only one** of the following:

- ○ Imperative
- ○ procedural
- ○ object oriented
- ○ functional

This type of language is a programming paradigm based on the concept of "objects", which may contain data, in the form of fields, often known as *attributes;* and code, in the form of procedures, often known as *methods*. A feature of objects is that an object's procedures can access and often modify the data fields of the object with which they are associated (objects have a notion of "this" or "self"). In OOP, computer programs are designed by making them out of objects that interact with one another. *

Please choose **only one** of the following:

- ○ Imperative
- ○ procedural
- ○ object oriented
- ○ functional

In computer science, this programming language has a style of building the structure and elements of computer programs—that treats computation as the evaluation of mathematical functions and avoids changing-state and mutable data. It is a declarative programming paradigm, which means programming is done with expressions[1] or declarations[2] instead of statements. In functional code, the output value of a function depends only on the arguments

that are input to the function, so calling a function *f* twice with the same value for an argument *x* will produce the same result *f(x)* each time. Eliminating side effects, i.e. changes in state that do not depend on the function inputs, can make it much easier to understand and predict the behavior of a program. *

Please choose **only one** of the following:

- ○ Imperative
- ○ procedural
- ○ object oriented
- ○ functional

timeErrors

In computer science, a computer program specifies behavior that is eventually invoked, causing that behavior to be exhibited by a running program. Hence, a program has a lifetime that includes distinct phases, starting with the editing of the code that specifies the behavior, and extending through execution, which exhibits the specified behavior. The main phases of a program's lifecycle include edit time, compile time, distribution time, installation time, link time, load time, and run time.

An error that prevents the source code from becoming an executable program. *

Please choose **only one** of the following:

- ○ edit time
- ○ compile time
- ○ distribution time
- ○ installation time
- ○ link time
- ○ load time
- ○ run time

An error that keeps the program from operating on a users computer. *

Please choose **only one** of the following:

- ○ edit time
- ○ compile time
- ○ distribution time
- ○ installation time
- ○ link time
- ○ load time
- ○ run time

Errors that occur when the code is in production *

Please choose **only one** of the following:

- ○ edit time
- ○ compile time
- ○ distribution time
- ○ installation time
- ○ link time
- ○ load time
- ○ run time

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Submit your survey.
Thank you for completing this survey.