



School of Computing and Information Technologies

PROGCON - CHAPTER 2

SECTION: RSTM-HKU 1a
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PART 1: Identify the following.

1. A classification that describes what values can be assigned, how the variable is stored, and what types of operations can be performed with the variable.
2. A diagram that illustrates modules' relationships to each other.
3. A list of every variable name used in a program, along with its type, size, and description.
4. A measure of the degree to which all the module statements contribute to the same task.
5. A message that is displayed on a monitor to ask the user for a response and perhaps explain how that response should be formatted.
6. A module that can more easily be reused in multiple programs.
7. A number with decimal places.
8. A program component's name.
9. A specific numeric value.
10. A statement that provides a data type and an identifier for a variable.
11. A variable-naming convention in which a variable's data type or other information is stored as part of its name.
12. A whole number.
13. An operator that requires two operands—one on each side.
14. An unnamed constant whose purpose is not immediately apparent.
15. Assigns a value from the right of an assignment operator to the variable or constant on the left of the assignment operator.
16. Can contain alphabetic characters, numbers, and punctuation.
17. Constitute the limited word set that is reserved in a language.
18. Contains all the statements in the module.
19. Contains information that expands on what appears in another flowchart symbol; it is most often represented by a three-sided box that is connected to the step it references by a dashed line.
20. Contains meaningful data and module names that describe the program's purpose.