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SECTION: *[handwritten]* BSIT-MERO 131

CLASS NUMBER: *[handwritten]* 16

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PART 1: Identify the following.

[handwritten: computer system] 1. A combination of all the components required to process and store data using a computer. **Hardware**

[handwritten: system software] 2. The equipment or physical devices that are associated with a computer.

[handwritten: software] 3. The computer instructions that tell the hardware what to do.

[handwritten: program system] 4. The instruction sets written by programmers. **Application Software**

[handwritten: Application] 5. A type of software such as word processing, spreadsheets, payroll and inventory, even games

[handwritten: syntax error] 6. Errors in language or grammar.

[handwritten: system software] 7. Software such as operating systems like Windows, Linux, or UNIX

[handwritten: input] 8. Describes the entry of data items into computer memory using hardware devices such as keyboards and mice.

[handwritten: input symbol] 9. Indicates an input operation and is represented by a parallelogram in flowcharts.

[handwritten: input/output data item] 10. Represented by a parallelogram in flowcharts.

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

[handwritten: processing symbol] 12. Indicates a processing operation and is represented by a rectangle in flowcharts.

[handwritten: CPU] 13. The hardware component that processes data.

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

[handwritten: output symbol] 15. Indicates an output operation and is represented by a parallelogram in flowcharts.

[handwritten: programming language] 16. Used to write computer instructions called program code; used to write programs.

[handwritten: C programming language] 17. Also includes languages such as Visual Basic, C#, C++, Java.

[handwritten: syntax] 18. Grammar rules of a language.

[handwritten: syntax error] 19. Errors in language or grammar.

[handwritten: random access memory] 20. The temporary, internal storage within a computer. **Computer memory**

[handwritten: computer] 21. Describes storage whose contents are retained when power is lost. **Nonvolatile**

[handwritten: data items] 22. Translates a high-level language into machine language and tells you if you have used a Com programming language incorrectly.

[handwritten: logical error] 23. Errors in program logic produce incorrect output

[handwritten: variables] 24. A named memory location whose value can vary.

[handwritten: users/end users] 25. People who benefit from using computer programs.