

Week 2 Assessment

Program comments are a type of internal documentation.

- TRUE

The process of breaking down a large program into modules is called **modularization**.

Abstraction is the process of paying attention to important properties while ignoring nonessential details.

When you write programs, you work with data in three different forms

- variables, literals (or unnamed constants), and named constants.

As programs become larger and more complicated, the need for good planning and design **increases**.

The mainline logic of almost every procedural computer program consist of these three distinct parts:

- housekeeping tasks, detailed loop task, and end-of-job tasks.

An **infinite loop** is a repeated flow of logic with no end.

In many programming languages, if you declare a variable and do not initialize it, the variable contains an unknown value until it is assigned a value.

- TRUE

Many programming languages use to term **eof** (end-of-file) to refer to the marker that is used to automatically recognize the end of data in a file.

Variable names **CANNOT** have blanks between the words.