



29 + 3 = 32

Alegre

School of Computing and Information Technologies

PROGCON - CHAPTER 1

CLASS NUMBER: 05

SECTION: TM101

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DATE: NOV 7 2019

PART 1: Identify the following.

- COMPUTER SYSTEM**
Hardware
Software
Programs
1. A combination of all the components required to process and store data using a computer.
 2. The equipment or physical devices that are associated with a computer.
 3. The computer instructions that tell the hardware what to do.
 4. The instruction sets written by programmers.
- APPLICATION SOFTWARE**
SYNTAX ERROR
5. A type of software such as word processing, spreadsheets, payroll and inventory, even games.
 6. Errors in language or grammar.
- SYSTEM SOFTWARE**
Input
7. Software such as operating systems like Windows, Linux, or UNIX.
 8. Describes the entry of data items into computer memory using hardware devices such as keyboards and mice.
- INPUT SYMBOL**
Input or Output Symbol
Processing Data Item
9. Indicates an input operation and is represented by a parallelogram in flowcharts.
 10. Represented by a parallelogram in flowcharts.
 11. May involve organizing them, checking them for accuracy, or performing calculations with them.
- PROCESSING SYMBOL**
CPU
12. Indicates a processing operation and is represented by a rectangle in flowcharts.
 13. The hardware component that processes data.
- OUTPUT SYMBOL**
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.
 15. Indicates an output operation and is represented by a parallelogram in flowcharts.
- PROGRAMMING LANGUAGE**
Programming Language
16. Used to write computer instructions called program code; used to write programs.
 17. Also includes languages such as Visual Basic, C#, C++, Java.
- SYNTAX ERROR**
SYNTAX
18. Grammar rules of a language.
 19. Errors in language or grammar.
- RAM**
Non-VOLATILE
20. The temporary, internal storage within a computer. *Computer memory*
 21. Describes storage whose contents are retained when power is lost.
- TRANSLATOR PROGRAM**
22. Translates a high-level language into machine language and tells you if you have used a programming language incorrectly. *Compiler or Interpreter*
- LOGICAL ERROR**
23. Errors in program logic produce incorrect output.
- VARIABLE**
17
24. A named memory location whose value can vary.
 25. People who benefit from using computer programs. *User or end users*

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.

Cooling program logical terms

29. The act of writing programming language instructions.

30. When instructions are performed in the wrong order, too many times, or not at all.

LOGICAL ERROR

31. Errors in program logic produce incorrect output

TEST

32. Execute the program with some sample data to see whether the results are logically correct

DEBUGGING

33. What is the process of finding and correcting program errors?

CONVERSION

34. The entire set of actions an organization must take to switch over to using a new program or set of programs

Maintenance

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.) - HARDWARE

- SOFTWARE *System Software*
- H/W PWARE *application system*

b.) Input Output Processing

c.) - FLOWCHART PSEUDOCODE

- IPO CHARTS
- TOP CHARTS

d.) - OVAL

- RECTANGLE
- DIAMOND

terminal system

Input / output symbol

Process

Decision

e.)

