UNIT 2 TEST

A(n) ____ is a named storage location that can hold a value.

- variable

See: Ch. 2: Algorithm Discovery and Design, Section - Representing Algorithms

Algorithm ____ is the most challenging and creative part of the problem-solving process.

- discovery

The concept of algorithm ____, is one in which you can observe an algorithm being executed and watch as data values are dynamically transformed into final results.

- implementation

- See: Ch. 2: Algorithm Discovery and Design, Section - Examples of Algorithmic Problem Solving

A ____ is a collection of useful, prewritten algorithms.

- library

The true/false condition is called the ____ condition.

- continuation

Questions

Another term for looping is ____.

iteration

See: Ch. 2: Algorithm Discovery and Design, Section - Representing Algorithms

____ is a set of English language constructs designed to resemble statements in a programming language but that does not actually run on a computer.

- Pseudocode

See: Ch. 2: Algorithm Discovery and Design, Section - Representing Algorithms

With a random collection of names, the most effective method of searching for a specific name is with a ____ search.

- sequential

See: Ch. 2: Algorithm Discovery and Design, Section - Examples of Algorithmic Problem Solving

The process of searching for a special pattern of symbols within a larger collection of information is called pattern ____.

- matching

See: Ch. 2: Algorithm Discovery and Design, Section - Examples of Algorithmic Problem Solving

Question **10** of **18**

The ____ statement allows you to select exactly one of two alternatives—this or that.

- if/then/else

See: Ch. 2: Algorithm Discovery and Design, Section - Representing Algorithms

If we need to do the same computation 1 million times, the power of the computer to ____, that is, to repetitively execute a block of statements, becomes quite apparent.

- loop

See: Ch. 2: Algorithm Discovery and Design, Section - Representing Algorithms

Which of the following is NOT true of natural language?

- It can result in unstructured algorithms.
- It can cause algorithms to be rambling.
- It can make algorithms hard to follow.
- It is well-suited for algorithm design.

See: Ch. 2: Algorithm Discovery and Design, Section - Representing Algorithms

When an algorithm reaches a(n) ____ operation, it waits until someone or something provides it with a value.

- input

See: Ch. 2: Algorithm Discovery and Design, Section - Representing Algorithms

If the condition in a do/while statement evaluates to false, the loop body is executed ____ time(s).

- one

See: Ch. 2: Algorithm Discovery and Design, Section - Representing Algorithms

We speak and write ____ language in our everyday lives.

- natural

See: Ch. 2: Algorithm Discovery and Design, Section - Representing Algorithms

The sequential search technique uses a variable called a(n) ____ to sort a list.

- index

See: Ch. 2: Algorithm Discovery and Design, Section - Examples of Algorithmic Problem Solving

A ____ algorithm executes its instructions in a straight line from top to bottom and then stops.

- sequential

See: Ch. 2: Algorithm Discovery and Design, Section - Representing Algorithms

____ operations are instructions that a computing agent understands and is capable of executing without further explanation or simplification.

- Primitive

See: Ch. 2: Algorithm Discovery and Design, Section - Representing Algorithms