

1. Machine language and assembly languages are called
2. Op - code is used to specify the while the operation part is used to specify the that contains the required operand.
3. Programming languages arethat are used by computer programmers in writing sets of instructions called a that can be read into a computer's memory and later executed on demand.
4. The first computer programmers used the to write instructions for the computer. They communicated with their computers by using long chain of and
5. Assembly language requires the use of Or In writing computer programs.
6. Programming languages fall under major groups , name them
7. is the act of writing instructions that needs to be followed by the computer in a certain order as specified by the writer in order to solve a given problem.
8. All computer programs instruct a computer to accept , to manipulate or The data, and to produce the required

(Write name in full not acronyms from 9 to 11)

9.was designed for scientific and engineering problems.
- 10..... was designed for business and commercial problems.
- 11..... Was invented specifically for teaching purposes.
- 12..... is the native language of the computer.
- 13..... used by computer programmers in writing sets of instructions that can be read into a computer's memory and later executed on demand.
- 14.An assembly language enables a programmer to write instructions using or Codes instead of the numeric codes.
- 15..... Is also referred to as the first generation language.
- 16.Computer are built to store numbers and characters in form using the digits zeroes and ones.
- 17..... consist of instructions coded in binary and are specific to a particular processor for which it is used.

18. A single binary digit is called a and eight bits is called
19. Requires the use of symbols in writing computer programs.
20. A binary digit is called a bit while Is called a byte.
21. A sequence of numeric codes that instructs the computer to perform a particular task is called a
22. A of that instructs the computer to perform a particular task is called a machine language.
23. A machine language code is also known as the
24. is used to specify the instruction bit while is used to specify the address location that contains the required operand.
25. Programming is the act of that needs to be followed by the computer in a certain order as specified by the writer in order to solve a given problem. What is the name of the writer?.....
26. Has 128 characters and each character is given a unique value.
27. This coding system is used by IBM and there are characters used in this system with each character having a unique value.
28. uses 256 characters with each character having a unique value.
29. and are the only digits used to represent information in the computer's memory for processing.
30. coding system has 65536 characters with unique numbers. Each character is written using two bytes.
31. Programs written using other programming languages require either, a or an to translate the program instructions to the machine language.
32. Is considered as one level above the machine language.
33. is the smallest addressable unit of the computer.
34. Most computers are designed to store a single character as a using their collating sequence.
35. Programs written in assembly language have to be converted into using a software known as an
36. The assembly language is also referred to as
37. and are called low – level programming languages.
38. ASCII has characters and each character is given a unique value.

RIDDLES

1. I am also known as the executable, what am i?
2. I am very time consuming, cumbersome and prone to errors because of the binary coding, what am i?
3. I am used to specify the instruction bit, who am i?
4. I am also used to specify the address location that contains the required data, who am i?
5. I am 128 characters and each of my characters is given a unique value. Who am i?
6. I am used by IBM with 256 characters , who am I?
7. Each of my characters is written using two bytes who am i?
8. I am considered one level above the machine language. Who am I?

True / false

1. Machine language require translator to translate program instructions.
2. Machine language are the fastest in terms of program execution.
3. Machine language are machine independent.
4. Machine language are the easiest to read and understand because of the long chain of zeroes and ones.
5. Machine language are the most difficult to debug.
6. Assembly language executes faster than those written in high level languages.
7. Assembly language is harder to read , write and understand than those written in machine language.
8. Assembly language is difficult to debug than those written in machine language.
9. Assembly language is easier to read and understand as compared to high level languages.
10. Assembly language is slow in program execution as compared to machine language.
11. Assembly language require an assembler to translate programs to machine language.