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1. 启发式的: heuristic
2. 内聚: cohesion
3. 模块性: modelarity
4. 程序: routine
5. 迭代的: iterative
6. 多态: polymorphism
7. 异常: anomaly
8. 组件: component
9. 断点: breakpoint
10. 互用性: interoperability

五、简答题 (共2题, 45分)

- 1、 Translate the following paragraph into Chinese (25分) .

Object-oriented programming has three important concepts, which go under the jaw-breaking names of encapsulation, inheritance, and polymorphism. Encapsulation means an object contains (encapsulates) both data and relevant processing instructions. Once an object has been created, it can be reused in other programs. An object's uses can also be extended through concepts of class and inheritance. All objects that are derived from or related to one another are said to form a class. Each class contains specific instructions (methods) that are unique to that group. Inheritance is the method of passing down traits of an object from classes to subclasses in the hierarchy. Thus, new objects can be created by inheriting traits from existing classes. Polymorphism means that a message (generalized request) produces different results based on the object that it is sent to.

(30分)

正确答案:

面向对象程序设计有三个重要的概念, 分别被称为封装、继承和多态。封装是指对象包含(封装)了数据和相关的处理指令。一旦对象已经创建, 它可以在其他程序中复用。对象的使用还可以通过类和继承的概念来扩展。所有相互派生或关联的对象形成一个类。每个类包含了本组独一无二的特殊指令(方法)。继承是一种将对象的特性从层次中的类到子类向下传递的方法。因此, 新的对象可以通过从现有类中继承特性来创建。多态性是指一条消息(广义的请求)基于它要被发送的对象产生不同的结果。

解析:

解析:

- 2、 Translate the following sentence from Chinese into English (15分) .

- 1) 软件维护的目标是对现有的软件进行修改并且保持它的完整性。
- 2) 程序测试包含运行各种测试, 然后运行真实世界的的数据, 以确保程序能正常工作。
- 3) 链表是一种动态的数据结构, 它适于需要对添加、删除和更新进行频繁操作的应用。

(15分)

正确答案:

- 1) The objective of software maintenance is to modify existing software while preserving its integrity.
- 2) Program testing involves running various tests and then running real-world data to make sure the program works.
- 3) Linked List is a dynamic data structure and is suitable for application that requires frequent operations such as add, delete, and update.

一测

1. 在...方面; in terms of
2. 软件危机: sofeware crisis
3. 集成电路: integrated circuits
4. 软件工程: sofeware engineering
5. 硬件: hardware
6. 云计算: cloud computing
7. 网格计算: grid computing

8. 可到达的;可进入的;可使用的;易懂的;易相处的: accessible
9. 虚函数: virtual function
10. 未经许可或批准的: unauthorized
11. 说明书, 规范: specification
12. 原型: prototype
13. 架构, 体系结构: framework
14. 收敛, 集中: converfence
15. 公用事业; 实用; 效用; 实用程序: utility
16. 差异, 多样性: diversity
17. 基础设施, 基础建设: infrastructure
18. 外包: outsource
19. 可扩展性, 可伸缩性: scalability
20. 无形的: intangible

二测

1. 软件需求规格说明: Software requirements specification
2. 面向功能的: Function-oriented
3. 非结构化的: Unstructured
4. 需求确认: requirements validation
5. 用例: use case
6. 图形处理单元(GPU): graphics processing unit (GPU)
7. 闪存: Flash memory
8. 显示分辨率: Display resolution
9. 终端用户: End user
10. 晶体管: transistor
11. 微处理器: microprocessor
12. 完整性: completenss
13. 模块: module
14. 寄存器: register
15. 平板电脑: tablet
16. 准则: criterion
17. 主板: motherbroard
18. 芯片组: chipset
19. 一致性: consistency
20. 浏览器: browser

三测

1. 体系结构设计, 概要设计: architectural design
2. 详细设计: detailed design
3. 自顶向下方法: Top-down approach
4. 自底向上方法: Bottom-up approach
5. 10的18次方个字节: exabyte
6. 数据库管理系统(DBMS): Database Management System (DBMS)
7. 关系型数据库: Relational database
8. 中间件: Middleware
9. 半结构化的: Semi-structured
10. 工作量估算: effort estimation
11. 配置: configuration
12. 部署: deployment
13. 减轻: mitigation

14. 把..区分优先顺序: prioritize
15. 10^{12} : terabyte
16. 10^{15} : petabyte
17. 检索: retrieval
18. 簇: cluster
19. 缺陷: defect
20. 努力: endeavor

四测

1. 物联网: Internet of things
2. 网络协议: Network protocol
3. 宽带: Broadband
4. 域名服务: Domain name service
5. 路由器: Router
6. 智能手机: Smart phones
7. 全双工: Full duplex
8. 端口: Port
9. 无线通信: Wireless communication
10. 上行链路: upstream link
11. (意见等)一致: consensus
12. 交付: delivery
13. 内聚的: cohesive
14. 传感器: sensor
15. 同步的: synchronous
16. 层次的: hierarchical
17. 电子的: electronic
18. 笔记本电脑: laptop
19. 隐私: privacy
20. 可靠性: reliability