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Forms of Programming

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Forms of Programming

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1. As a programmer, some forms of programming give you direct access to the _____ while others abstract the hardware into more _____ that needs to be translated or converted into the _____ of the hardware. *

- (●) computer processor; human language; native language
- ( ) computer hardware; computer code; machine language
- ( ) CPU; programming language; compiled code
- ( ) RAM; binary code; operating system

2. _____ allow programmers to code instructions directly to the processor or hardware. *

- (●) Machine languages
- ( ) Interpreted languages
- ( ) Assembly languages
- ( ) Scripting languages

3. _____ can be programmed by sending sequences and patterns of bits through the processor to enable actions to take place. *

- (●) Processors
- ( ) Compilers
- ( ) Interpreters
- ( ) Assemblers

4. _____, which is an abstraction of machine language, uses codes to modify processor registers and perform functions. *

- (●) Assembly languages
- ( ) High-level languages
- ( ) Machine languages
- ( ) Object-oriented languages

5. _____ are readable by humans more easily than assembly or machine languages. *

- (●) Interpreted languages
- ( ) Compiled languages

- ○ Machine languages
- ○ Low-level languages

6. A _____ called an interpreter reads each line of code and then interprets it into native instructions for the computer. The process is much slower than _____ since the interpreter needs to convert each instruction provided by the programmer. *

- ◉ component; machine language
- ○ processor; assembly language
- ○ compiler; machine code
- ○ transistor; binary language

7. _____ is an example of an _____ language. A programmer can stop the execution of the program, make a change to a line, and then run it again without any other steps. *

- ◉ JavaScript; interpreted
- ○ C++; compiled
- ○ Python; compiled
- ○ HTML; scripting

8. A _____ language takes instructions written by a human and sends that code to something called a _____. *

- ◉ compiled; compiler
- ○ scripting; parser
- ○ assembly; interpreter

- ( ) interpreted; assembler

9. A _____ takes the program instructions and converts it to _____ or native code for the hardware and creates a program called an _____. *

- (•) compiler; binary; executable
- ( ) interpreter; assembly; script
- ( ) assembler; text; application
- ( ) linker; hex; batch file

10. _____ is native to the hardware and operating system and can't easily be converted back to the original program instructions. *

- (•) This program
- ( ) Machine code
- ( ) Source code
- ( ) Assembly code

11. _____ is an example of a compiled language. *

- (•) C
- ( ) Python
- ( ) JavaScript
- ( ) Ruby

12. _____, or OOP, treats everything as an object. *

- (•) Object-oriented programming

- ○ Functional programming
- ○ Procedural programming
- ○ Assembly language

13. _____ and _____ are examples of object-oriented languages. *

- ◉ Java; C#
- ○ Python; SQL
- ○ HTML; CSS
- ○ Assembly; COBOL

14. _____ is a language designed for working with databases. *

- ◉ SQL or sequel
- ○ Python
- ○ JavaScript
- ○ Bash

15. What are scripting languages? *

- ◉ Languages designed for automating tasks
- ○ Languages that compile to binary
- ○ Languages that directly modify hardware
- ○ Languages used for creating hardware drivers

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