## Quiz for Fundamentals of Programming

Poäng totalt 20/21





This quiz will reinforce the concepts you are learning. By taking this quiz, you will become a stronger programmer.

✓ Go emphasizes ease of programming. If you use the short 1/1 declaration operator, you do not need to specify the type. \*

| 1 |
|---|
| " |
|   |

True





In your own words, explain how computers work.

Computer are build from 1 and 0 (on and offs or switches)

## Kommentarer

Computers run on electricity. Electricity has two discrete states: on & off. We can associate a coding scheme with the state of a circuit. For example, the porch light on Halloween in America: when it is "on" it means "come trick or treat", and when it is "off" it means "go away." If we had two porch lights, we could encode four messages:

on on = some message on off = some message off on = some message off off = some message

If we had 3 porch lights, we could encode 8 messages. The formula for figuring out how many messages can be encoded is 2 to the power of N where "N" is the number of porch lights. For instance, 2 to the power of 3, is 8.

Instead of writing "on off on on off", etcetera, we can have "1" represent "on" and "0" represent "off" and thus more easily write "1 0 1 1 0"

## In relation to computers, what do zeros & ones represent?

on and off

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false

| <b>✓</b> | If you have 5 porch lights, how many messages can you encode? *  | 1/1      |
|----------|--|----------|
|          | O 8  |          |
|          | O 16   |          |
|          | 32   | <b>✓</b> |
|          | O 64   |          |
|          | O 128  |          |
|          |  |          |
|          | Kommentarer  |          |
|          | 2 to the power of 5 is 32  |          |
| <b>✓</b> | The computer power symbol is cleverly a ZERO and a ONE. This is pretty neat as ZERO represents OFF and ONE represents ON, which is exactly what a power symbol allows you to do - turn something ON and OFF. * | 1/1      |
|          | True   | <b>✓</b> |
|          | ○ False  |          |
| <b>~</b> | "Bit" is an abbreviation of "binary digit" *   | 1/1      |
|          | True   | <b>✓</b> |
|          | ○ False  |          |
|          |  |          |
|          |  |          |
|          |  |          |

| <b>\</b> | all wall nare | & OFF, 1 & 0, Binary Digits, Bits, and Machine Language are words used to refer to this idea that, within a computer, it's othing but a bunch of ZERO's and ONE's, or switches that ON or OFF, it's all just a bunch of Binary Digits, or Bits, 's the language which computers speak, it's machine juage. *  | 1/1      |
|----------|---------------|---|----------|
|          |               | True  | <b>~</b> |
|          | $\bigcirc$    | False   |          |
| <b>✓</b> | on<br>be o    | uits, switches, transistors, and even "gates" are all words d to refer to this thing within a computer that can either be or OFF. It's a circuit, it's a switch, it's a gate that can either OPENED or CLOSED, it's a transistor - you will learn that ple use all of those words to talk about this same thing, ability of computers to store ON / OFF states. * | 1/1      |
|          | •             | True  | <b>✓</b> |
|          | $\bigcirc$    | False   |          |
| <b>✓</b> | The           | world's most popular text coding scheme today is *  | 1/1      |
|          | $\bigcirc$    | ASCII   |          |
|          | •             | UTF-8   | <b>✓</b> |
|          | $\bigcirc$    | JIS   |          |
|          | $\bigcirc$    | W Europe  |          |
| <b>~</b> | 100           | 0 bytes = *   | 1/1      |
|          | $\bigcirc$    | 1 TB  |          |
|          | $\bigcirc$    | 1 GB  |          |
|          | $\bigcirc$    | 1 MB  |          |
|          | •             | 1 KB  | <b>~</b> |
|          |               |   |          |

| <b>✓</b> | 1000 GB = *  | 1/1      |
|----------|--|----------|
|          | ● 1 TB   | <b>✓</b> |
|          | O 1 GB   |          |
|          | ○ 1 MB   |          |
|          | ○ 1 KB   |          |
|          | Consult this link <a href="https://en.wikipedia.org/wiki/Transistor_cou">https://en.wikipedia.org/wiki/Transistor_cou</a> and then enter the number of transistors (aka circuits, switch "lightbulbs" in my porch analogy) which can be found on processors today. |          |
|          | Over 30 billion  |          |
|          |  |          |
| <b>✓</b> | How many circuits (aka transistors, switches, "lightbulbs" in my porch analogy) did the Eniac computer have? *   | 1/1      |
|          | O 160  |          |
|          | O 1,600  |          |
|          | 16,000   | <b>✓</b> |
|          | 1,600,000  |          |
| <b>~</b> | rune is an alias for int32 *   | 1/1      |
|          | True   | <b>✓</b> |
|          | ○ False  |          |
| <b>✓</b> | byte is an alias for uint8 *   | 1/1      |
|          | True   | <b>✓</b> |
|          | ○ False  |          |
|          |  |          |

| <b>/</b> | or int64 is used. Another way to say this is that int has implementation-specific sizes. *   | 2 1/1    |
|----------|--|----------|
|          | True   | <b>✓</b> |
|          | ○ False  |          |
| <b>✓</b> | As a rule of thumb, for numeric types, you should just use "int" for whole numbers (without decimals) and "float64" for real numbers (with decimals) * | ' 1/1    |
|          | True   | <b>~</b> |
|          | ○ False  |          |
| <b>✓</b> | A string is a sequence of bytes, which is also known as a "slice of bytes" *   | e 1/1    |
|          | True   | <b>✓</b> |
|          | ○ False  |          |
| <b>/</b> | Go source code is always UTF-8. *  | 1/1      |
|          | True   | <b>✓</b> |
|          | O False  |          |
|          |  |          |
|          | Kommentarer  |          |
|          | <u>https://blog.golang.org/strings#TOC_5</u> .   |          |
|          |  |          |
|          |  |          |
|          |  |          |

|   | X A string is a sequence of bytes that represent Unicode code points, called runes. *   | 0/1      |
|---|---|----------|
|   | ○ True  |          |
|   | False   | ×        |
|   | Rätt svar   |          |
|   | True  |          |
|   |   |          |
|   | What is a coding scheme?  |          |
|   | on and off states   |          |
|   | Kommentarer  Computers run on electricity. Electricity has two discrete states: on & off. We can associate a coding scheme with the state of a circuit. For example, the porch light on Halloween in America: when it is "on" it means "come trick or treat", and when it is "off" means "go away." If we had two porch lights, we could encode four messages:  on on = some message on off = some message off on = some message off off = some message If we had 3 porch lights, we could encode 8 messages. The formula for figuring out how many messages can be encoded is 2 to the power of N where "N" is the number of porch | /        |
|   | lights. For instance, 2 to the power of 3, is 8.  Instead of writing "on off on on off", etcetera, we can have "1" represent "on" and "0" represent "off" and thus more easily write "1 0 1 1 0"  |          |
|   | ✓ What is the number 42 in decimal? *   | 1/1      |
|   | 42  | <b>✓</b> |
|   | O 101010  |          |
|   | ○ 2A  |          |
|   | I skipped the numeral system video  |          |
| ! |   |          |

| ✓ What is the number 42 in binary? * | 1/1      |
|--------------------------------------|----------|
| O 42                                 |          |
| 101010                               | <b>✓</b> |
| ○ 2A                                 |          |
| I skipped the numeral system video   |          |
| ✓ What is the number 42 in hex? *    | 1/1      |
| O 42                                 |          |
| O 101010                             |          |
| 2A                                   | <b>~</b> |
| I skipped the numeral system video   |          |
|                                      |          |
|                                      |          |

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