Section 1.2 What is a Computer?

1.1 _____ is the physical aspect of the computer that can be seen.
  A. Hardware
  B. Software
  C. Operating system
  D. Application program

1.2 _____ is the brain of a computer.
  A. Hardware
  B. CPU
  C. Memory
  D. Disk

1.3 The speed of the CPU may be measured in _____.
  A. megabytes
  B. gigabytes
  C. megahertz
  D. gigahertz

1.4 Why do computers use zeros and ones?
  A. because combinations of zeros and ones can represent any numbers and characters.
  B. because digital devices have two stable states and it is natural to use one state for 0 and the other for 1.
  C. because binary numbers are simplest.
  D. because binary numbers are the bases upon which all other number systems are built.

1.5 One byte has _____ bits.
  A. 4
  B. 8
  C. 12
  D. 16

1.6 One gigabyte is approximately _____ bytes.
  A. 1 million
  B. 10 million
  C. 1 billion
  D. 1 trillion

1.7 A computer is _____ is volatile; that is, any information stored in it is lost when the system?s power is turned off.
  A. floppy disk

B. hard disk

C. flash stick

D. CD-ROM

E. memory

1.8   Which of the following are storage devices?

A. floppy disk

B. hard disk

C. flash stick

D. CD-ROM

1.9   _____ is a device to connect a computer to a local area network (LAN).

A. Regular modem

B. DSL

C. Cable modem

D. NIC

Section 1.3 Programs

1.10   _____ are instructions to the computer.

A. Hardware

B. Software

C. Programs

D. Keyboards

1.11   Computer can execute the code in _____.

A. machine language

B. assembly language

C. high-level language

D. none of the above

1.12   _____ translates high-level language program into machine language program.

A. An assembler

B. A compiler

C. CPU

D. The operating system

Section 1.4 Operating Systems

1.13   _____ is an operating system.

A. Java

B. C++

C. Windows XP

D. Visual Basic

E. Python

1.14 _____ is a program that runs on a computer to manage and control a computer's activities.

A. Operating system

B. Python

C. Modem

D. Interpreter

E. Compiler

Section 1.5 History of Python

1.15 Python was created by _____.

A. James Gosling

B. Bill Gates

C. Steve Jobs

D. Guido van Rossum

E. Google

1.16 Which of the following statements is true?

A. Python 3 is a newer version, but it is backward compatible with Python 2.

B. Python 3 is a newer version, but it is not backward compatible with Python 2.

C. A Python 2 program can always run on a Python 3 interpreter.

D. A Python 3 program can always run on a Python 2 interpreter.

1.17 _____ is an object-oriented programming language.

A. Java

B. C++

C. C

D. C#

E. Python

1.18 _____ is interpreted.

A. Python

B. C++

C. C

D. Ada

E. Pascal

Section 1.6 Getting Started with Python

1.19　To start Python from the command prompt, use the command _____.
 A. execute python
 B. run python
 C. python
 D. go python

1.20　To run python script file named t.py, use the command _____.
 A. execute python t.py
 B. run python t.py
 C. python t.py
 D. go python t.py

1.21　Python syntax is case-sensitive.
 A. True
 B. False

1.22　Which of the following code is correct?

 A.
 print("Programming is fun")
　 print("Python is fun")
 B.
 print("Programming is fun")
 print("Python is fun")

 C.
 print("Programming is fun)
 print("Python is fun")

 D.
　 print("Programming is fun)
 print("Python is fun")
 A. A
 B. B
 C. C
 D. D

Section 1.7 Programming Style and Documentation

1.23   A Python line comment begins with _____.
 A. //
 B. /*
 C. #
 D. $$

1.24   A Python paragraph comment uses the style _____.
 A. // comments //
 B. /* comments */
 C. ''' comments '''
 D. /# comments #/

Section 1.8 Programming Errors

1.25   A _____ error does not cause the program to abort, but produces incorrect results.
 A. syntax
 B. runtime
 C. logic

1.26   In Python, a syntax error is detected by the _____ _____.
 A. compiler/at compile time
 B. interpreter/at runtime
 C. compiler/at runtime
 D. interpreter/at compile time

1.27   Which of the following code is correct?

I:
print("Programming is fun")
   print("Python")
print("Computer Science")

II:
print("Programming is fun")
   print("Python")
      print("Computer Science")

III:
   print("Programming is fun")
print("Python")
print("Computer Science")

IV:
print("Programming is fun")
print("Python")
print("Computer Science")
  A. I
  B. II
  C. III
  D. IV

Section 1.9 Getting Started with Graphics Programming

1.28　To show the current location and direction of the turtle object, use _____.
  A. turtle.show()
  B. turtle.showLocation()
  C. turtle.showDirection()
  D. turtle.showturtle()
  E. turtle.showTurtle()

1.29　To move the turtle to a point at (4, 5), use _____.
  A. turtle.move(4, 5)
  B. turtle.moveTo(4, 5)
  C. turtle.moveto(4, 5)
  D. turtle.go(4, 5)
  E. turtle.goto(4, 5)

1.30　To draw a circle with radius 50, use _____.
  A. turtle.circle(50)
  B. turtle.circle(100)
  C. turtle.drawcircle(50)
  D. turtle.drawCircle(50)

1.31　To lift the pen, use _____.
  A. turtle.penUp()
  B. turtle.penup()
  C. turtle.lift()
  D. turtle.up()

1.32　To put the pen down, use _____.
  A. turtle.penDown()
  B. turtle.pendown()
  C. turtle.putDown()
  D. turtle.down()