**Review Questions**

**Multiple Choice**

1. A(n) \_\_\_\_\_\_\_\_\_\_ is a set of instructions that a computer follows to perform a task.

a. compiler

b. program

c. interpreter

d. programming language

2. The physical devices that a computer is made of are referred to as \_\_\_\_\_\_\_\_\_\_.

a. hardware

b. software

c. the operating system

d. tools

3. The part of a computer that runs programs is called \_\_\_\_\_\_\_\_\_\_.

a. RAM

b. secondary storage

c. main memory

d. the CPU

4. Today, CPUs are small chips known as \_\_\_\_\_\_\_\_\_\_.

a. ENIACs

b. microprocessors

c. memory chips

d. operating systems

5. The computer stores a program while the program is running, as well as the data that

the program is working with, in \_\_\_\_\_\_\_\_\_\_.

a. secondary storage

b. the CPU

c. main memory

d. the microprocessor

6. This is a volatile type of memory that is used only for temporary storage while a program

is running.

a. RAM

b. secondary storage

c. the disk drive

d. the USB drive

7. A type of memory that can hold data for long periods of time, even when there is no

power to the computer, is called \_\_\_\_\_\_\_\_\_\_.

a. RAM

b. main memory

c. secondary storage

d. CPU storage

8. A component that collects data from people or other devices and sends it to the computer

is called \_\_\_\_\_\_\_\_\_\_.

a. an output device

b. an input device

c. a secondary storage device

d. main memory

9. A video display is a(n) \_\_\_\_\_\_\_\_\_\_ device.

a. output device

b. input device

c. secondary storage device

d. main memory

10. A \_\_\_\_\_\_\_\_\_\_ is enough memory to store a letter of the alphabet or a small number.

a. byte

b. bit

c. switch

d. transistor

11. A byte is made up of eight \_\_\_\_\_\_\_\_\_\_.

a. CPUs

b. instructions

c. variables

d. bits

12. In the \_\_\_\_\_\_\_\_\_\_ numbering system, all numeric values are written as sequences of 0s

and 1s.

a. hexadecimal

b. binary

c. octal

d. decimal

13. A bit that is turned off represents the following value: \_\_\_\_\_\_\_\_\_\_.

a. 1

b. –1

c. 0

d. “no”

14. A set of 128 numeric codes that represent the English letters, various punctuation

marks, and other characters is \_\_\_\_\_\_\_\_\_\_.

a. binary numbering

b. ASCII

c. Unicode

d. ENIAC

15. An extensive encoding scheme that can represent characters for many languages in the

world is \_\_\_\_\_\_\_\_\_\_.

a. binary numbering

b. ASCII

c. Unicode

d. ENIAC

16. Negative numbers are encoded using the \_\_\_\_\_\_\_\_\_\_ technique.

a. two’s complement

b. floating point

c. ASCII

d. Unicode

17. Real numbers are encoded using the \_\_\_\_\_\_\_\_\_\_ technique.

a. two’s complement

b. floating point

c. ASCII

d. Unicode

18. The tiny dots of color that digital images are composed of are called \_\_\_\_\_\_\_\_\_\_.

a. bits

b. bytes

c. color packets

d. pixels

19. If you were to look at a machine language program, you would see \_\_\_\_\_\_\_\_\_\_.

a. Python code

b. a stream of binary numbers

c. English words

d. circuits

20. In the \_\_\_\_\_\_\_\_\_\_ part of the fetch-decode-execute cycle, the CPU determines which

operation it should perform.

a. fetch

b. decode

c. execute

d. immediately after the instruction is executed

21. Computers can only execute programs that are written in \_\_\_\_\_\_\_\_\_\_.

a. Java

b. assembly language

c. machine language

d. Python

22. The \_\_\_\_\_\_\_\_\_\_ translates an assembly language program to a machine language

program.

a. assembler

b. compiler

c. translator

d. interpreter

23. The words that make up a high-level programming language are called \_\_\_\_\_\_\_\_\_\_.

a. binary instructions

b. mnemonics

c. commands

d. key words

24. The rules that must be followed when writing a program are called \_\_\_\_\_\_\_\_\_\_.

a. syntax

b. punctuation

c. key words

d. operators

25. A(n) \_\_\_\_\_\_\_\_\_\_ program translates a high-level language program into a separate

machine language program.

a. assembler

b. compiler

c. translator

d. utility

**True or False**

1. Today, CPUs are huge devices made of electrical and mechanical components such as

vacuum tubes and switches.

2. Main memory is also known as RAM.

3. Any piece of data that is stored in a computer’s memory must be stored as a binary

number.

4. Images, like the ones you make with your digital camera, cannot be stored as binary

numbers.

5. Machine language is the only language that a CPU understands.

6. Assembly language is considered a high-level language.

7. An interpreter is a program that both translates and executes the instructions in a highlevel

language program.

8. A syntax error does not prevent a program from being compiled and executed.

9. Windows Vista, Linux, UNIX, and Mac OSX are all examples of application software.

10. Word processing programs, spreadsheet programs, email programs, web browsers, and

games are all examples of utility programs.

**Short Answer**

1. Why is the CPU the most important component in a computer?

2. What number does a bit that is turned on represent? What number does a bit that is

turned off represent?

3. What would you call a device that works with binary data?

4. What are the words that make up a high-level programming language called?

5. What are the short words that are used in assembly language called?

6. What is the difference between a compiler and an interpreter?

7. What type of software controls the internal operations of the computer’s hardware?