1.

   a.   Computers process data under the control of sets of instructions called programs.
   b.   The key logical units of the computer are the input unit, output unit, memory unit,
   c.   The three types of languages discussed in this chapter are machine languages, assemb
   d.   The programs that translate high-level-languages programs into machine language are
   e.   Android is an operating system for mobile devices based on the Linux kernel and Java
   f.   Release candidate software is generally feature complete, (supposedly) bug free and
   g.   The Wii remote, as well as many smartphones, use a(n) accelerometer which allows the
   h.   C is widely known as the development language of the UNIX operating system.
   i.   Swift is the new programming language for developing iOS and Mac apps.

2.

   a. C programs are normally typed into a computer using a(n) editor program.
   b. In a C system, a(n) preprocessor program automatically executes before the translatio
   c. The two most common kinds preprossor directives are including other files in the file
   d. The linker program combines the output of the compiler with various library functions
   e. The loader program transfers the executable image from disk to memory.

3.

   a. Objects have the property of information hiding -- although objects may know how to c
   b. In object-oriented programming languages, we create classes to house the set of metho
   c. With inheritance, new classes of objects are derived by absorbing characteristics of
   d. The size, shape, color and weight of an object are considered attributes of the objec

4. Categorize each of the following as hardware of software:

   a. a microprocessor - hardware
   b. RAM - hardware
   c. Microsoft Visual Studio - software
   d. a preprocessor - software
   e. a scanner - hardware
   f. an internet browser - software

5.