1. computer program	**2.** Programming
3. function	**4.** predefined
5. programming language	**6.** keywords
7. identifiers	**8.** data types
9. Integral	**10.** Floating point

2. the process of planning and creating a program	**1.** a sequence of statements whose objective is to accomplish a task
4. a function that is already written and provided as part of the system	**3.** a collection of statements; when activated, or executed, it accomplishes something
6. a reserved word	**5.** a set of rules, symbols, and special words
8. a set of values together with a set of operations	**7.** a C++ identifier consists of letters, digits, and the underscore character (_); it must begin with a letter or underscore
10. a data type that deals with decimal numbers	**9.** a data type that deals with integers, or numbers, without a decimal part

11. Enumeration	**12.** collating sequence
13. floating-point notation	**14.** float
15. double	**16.** precision
17. double precision	**18.** arithmetic expressions
19. operands	**20.** unary operators

12. a predefined ordering for the characters in a set	**11.** a user-defined data type
14. The data type float is used in C++ to represent any decimal number between - 3.4 * 10 38 and 3.4 * 10 38 . The memory allocated for a value of the float data type is *four bytes*.	**13.** a form of scientific notation used to represent real numbers
16. the maximum number of significant digits	**15.** The data type double is used in C++ to represent any decimal number between - 1.7 * 10 308 and 1.7 * 10 308 . The memory allocated for a value of the double data type is *eight bytes*.
18. an expression constructed using arithmetic operators and numbers	**17.** values of type double
20. An operator that has only one operand.	**19.** numbers appearing in an arithmetic expression

21. binary operators	**22.** associativity
23. character arithmetic	**24.** Integral expressions
25. Floating-point (decimal) expressions	**26.** Mixed expressions
27. implicit type coercion	**28.** cast operator
29. null	**30.** named constant

22. the associativity of arithmetic operators is said to be from left to right	**21.** an operator that has two operands
24. an expression in which all operands are integers	**23.** arithmetic operation on char data
26. an expression that has operands of different data types	**25.** an expression in which all operands in the expression are floating-point numbers
28. also known as type conversion or type casting - used to explicitly convert one data type to another data type	**27.** when a value of one data type is automatically changed to another data type
30. a memory location whose content is not allowed to change during program execution	**29.** a string containing no characters

31. variable	**32.** initialized
33. assignment operator	**34.** input (read)
35. decrement operators	**36.** increment operator
37. Pre-increment	**38.** Post-increment
39. Pre-decrement	**40.** Post-decrement

32. the first time a value is placed in the variable	**31.** A memory location whose content may change during program execution.
34. a statement that places data into variables using cin and >>	**33.** =; assigns whatever is on the right side to the variable on the left side
36. ++; increases the value of a variable by 1	**35.** --; decreases the value of a variable by 1
38. has the syntax variable++	**37.** has the syntax ++variable
40. has the syntax variable--	**39.** has the syntax --variable

41. output statement	**42.** preprocessor
43. Declaration statements	**44.** Executable statements
45. Prompt lines	**46.** compound assignment statements

42. a program that carries out preprocessor directives	**41.** an output on the standard output device via cout and <<
44. statements that perform calculations, manipulate data, create output, accept input, and so on	**43.** statements that are used to declare things, such as variables
46. statements that are used to write simple assignment statements in a more concise notation	**45.** executable statements that inform the user what to do