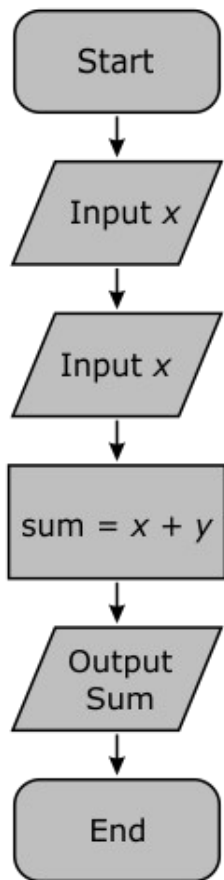TEST NAME: **BP10 2.0**
TEST ID: **1007750**
GRADE: **09 - Ninth Grade - 12 - Twelfth Grade**
SUBJECT: **Computer and Information Sciences**
TEST CATEGORY: **Shared Classroom Assessments**

1. What does the image below represent?

A. Algorithm

B. Coding

C. Flowchart

D. Pseudocode

2. What is an acceptable comment for second line of the Visual Basic program below?

```
Private Sub Form_Load()
    MessageBox.Show("Hello World!")
End Sub
```

A.
!Execute a simple message box that will say "Hello, World!"

B.
//Execute a simple message box that will say "Hello, World!"

C.
'Execute a simple message box that will say "Hello, World!"

D.
Execute a simple message box that will say "Hello, World!"

3. Which step should **not** be taken when planning an application?

A. Code the user interface.

B. Design the user interface.

C. Identify the events required to trigger an object into performing its assigned tasks.

D. Identify the tasks the application needs to perform and the objects to which you will assign the tasks.

4. The interaction between the actor and the system can be **best** described as:

A. Select Case.

B. Use Case.

C. User Case.

D. User Application.

5. How do algorithms and cooking recipes compare?

    A. Algorithms are long and recipes are short.

    B. Both are always easy to follow

    C. Both are sequences of instructions.

    D. Recipes are detailed and algorithms are not.

6. Why is documentation of programs important?

    A. It is required for successful compiling.

    B. Programs may not make sense without proper documentation.

    C. It turns the code blue.

    D. The compiler reads it and adds the documentation to the code.

7. What does the example below represent?
    1. Obtain two numbers from the user
    2. Add the two numbers together
    3. Print the two numbers

    A. Algorithm

    B. Coding

    C. Flowchart

    D. Pseudocode

8. Why is a comment used in Visual Basic?

    A. Allows the programmer to add documentation to a program

    B. Serves as a user guide

    C. Checks for logic errors

    D. Explains logic to the users

9. The programming process begins with a meeting between the programmer and the client. Which activity would be the second step in the programming process?

   A. Designing the solution

   B. Documenting the solution

   C. Testing the solution

   D. Validating the design

10. What *best* describes the output for the program designed below?

```
Begin
   sum= number1 + number2 + number3 + number4 +number5
   avg= sum/5
   Print avg
End
```

   A. The average of six numbers

   B. The average of five numbers

   C. The comparison of five numbers

   D. The total sum of five numbers

11. Why is a flowchart used to design a programming solution?

   A. To eliminate possible syntax errors in the program solution

   B. To input all code needed for programming the problem solution

   C. To minimize logic errors by graphically showing steps in the solution

   D. To show a list of all statements needed to solve the problem

12. In flowchart symbols, which symbol represents the start and the end process?

   A. Parallelogram

   B. Rectangles

   C. Ovals

   D. Diamonds

13. What is a set of steps that create an ordered approach to a problem solution called?

   A. Pseudocode

   B. Flowcharting

   C. **Algorithm**

   D. Modularization

14. Which is **_not_** a characteristic of commenting?

   A. Comments can be on their own line or after a line of code.

   B. Comments begin with a '.

   C. **Comments begin with a ".**

   D. Comments will turn the text green.

15. What are multi-line comments called?

   A. Multiple line

   B. **Block**

   C. Single line

   D. Line

16. What does the example below represent?

| 1. Obtain two numbers from the user |
| 2. Add the two numbers together |
| 3. Print the two numbers |

   A. **Algorithm**

   B. Coding

   C. Flowchart

   D. Pseudocode

17. In flowchart symbols, which symbol is used to show decisions?

   A. Parallelogram

   B. Rectangle

   C. Oval

   D. Diamond

18. What is a list of instructions that contain data for a computer to follow called?

   A. Computer program

   B. Algorithm

   C. Flowchart

   D. Pseudocode

19. The purpose of the Use Case is to:

   A. define the interaction between the user and the program.

   B. define the requirements that the software is intended to perform.

   C. describe the operation of a block of code.

   D. provide documentation to the next programmer.

20. Which design approach should be considered when several programs all require similar functionality?

   A. Menu

   B. Object-oriented

   C. Procedural

   D. Subclass

21. Which project type is a desktop application run directly by the end user via forms appearing on the desktop?

    A. Common application

    B. Forms application

    C. User application

    D. Windows application

22. Which of the choices below is **not** a Basic Control Structure?

    A. Simple sequence control structure

    B. Conditional control structure

    C. Iteration control structure

    D. Pseudocode control structure

23. The programming process begins with a meeting between the programmer and the client. Which of the following activities would be the third activity in the programming process?

    A. Test the program

    B. Write the program

    C. Design the solution

    D. Identify the problem

24. Which expresses the step-by-step instructions of an algorithm by using keywords, while depicting logical groupings or structures using indentation?

    A. A flowchart

    B. A storyboard

    C. Methods

    D. Pseudocode

25. What are the methods to show the steps to solve a problem?

A. Algorithm, drawings, sequence

B. Algorithm, flowcharts, pseudocode

C. Algorithm, program code, structure

D. Labels, flowcharts, pseudocode

26. The text below is an example of what?

Leave classroom
Turn right out of school building
Walk 1.2 miles
Turn right on street
Go to 4th house

A. Algorithm for driving to school from home

B. Algorithm for walking from school to home

C. Pseudocode for driving to school from home

D. Pseudocode for walking from school to home

27. In flowchart symbols, which symbol is used to show processes?

A. Parallelogram

B. Rectangle

C. Oval

D. Diamond

28.

What would **best** replace the "?" on Line 4 in the figure?

```
Begin
   get x
   get y
   ?
   sum= x + y + z
   print sum
End
```

A.

get x + z

B.

get z

C.

print x

D.

print y

29. Tricia decided that the computer program she was designing should be coded in Visual Basic. She then began to code the program from her pseudocode. This exemplifies which stage in the programming process?

A. Design the Solution

B. Identify the Problem

C. Test the Program

D. Write the Program

30. Which is **not** an expectation for commenting?

A. Not every line should be commented, but any line that performs an operation should be.

B. Any line that causes confusion should be commented.

C. Comment every line.

D. At the top of the program, there should be comments on the purpose and scope of the program.

31. What is an advantage of using modularization in computer programming?

A. Anyone who codes can work on the solution.

B. Each sub-problem can be solved in a few steps.

C. More programmers are required to solve the problem.

D. More time can be spent programming the solution.

32. In flowchart symbols, which symbol shows the input/output?

A. Parallelogram

B. Rectangle

C. Oval

D. Diamond