

1. Which of the following is the generic term for referencing a program component such as a stored value, method, interface, or class by a custom-named label?

1 point

- ☐ Constant
- ☐ Variable
- ☒ Identifier
- ☐ Container

2. Which one of the following applies to interpreted programming languages?

1 point

- ☐ Available to users who have the same operating system or a device that understands the same language
- ☐ More difficult to write in, but creates faster applications
- ☒ A smaller program, normally scripted code, that must be created and repeated every time the code is run
- ☐ Better for programs installed on the computer or device

3. Which one of the following applies to a compiled programming language compared to an interpreted language?

1 point

- ☐ Creates a smaller program, normally using scripted code
- ☐ Easier to learn and use, but requires an interpreter that can translate the source code into machine code
- ☐ Better for websites and smaller processes that need to be repeated
- ☒ Takes longer to write the code, but it runs faster

4. Which one of the following is an example of a low-level programming language?

1 point

- ☐ SQL
- ☒ ARM
- ☐ Pascal
- ☐ Python

5. Which of the following is a type of programming logic with only two values, "true" or "false", and is used in both branching and looping programming logic?

1 point

- ☒ Boolean expression
- ☐ "if-then-else" statement
- ☐ "And-do-while" loop
- ☐ Branching statements

6. What are the three key standpoints for organizing code?

1 point

- ☐ Readability, scalability, and accessibility
- ☐ Readability, maintainability, and accessibility
- ☒ Readability, maintainability, and scalability
- ☐ Maintainability, accessibility, and scalability

7. Which of the following is also often referred to as a scripting language?

1 point

- ☒ An interpreted programming language
- ☐ A compiled programming language
- ☐ An assembly programming language
- ☐ A query language

8. Which of the following is a type of looping programming logic?

1 point

- ☐ if
- ☐ switch
- ☒ while
- ☐ goto

9. Which of the following is the best type of identifier for a data item whose value does not change?

1 point

- ☐ Vector
- ☐ Array
- ☐ Variable
- ☒ Constant

10. Which of the following is a software methodology that focuses on objects rather than functions?

1 point

- ☒ OOP
- ☐ SDLC
- ☐ Extreme programming
- ☐ Modular programming