#04

School of Computing and Information Technologies

PROGCON - CHAPTER 1

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21 **PART 1: Identify the following.** /25

Computer system 1. A combination of all the components required to process and store data using a computer.

Hardware 2. The equipment or physical devices that are associated with a computer.

Software 3. The computer instructions that tell the hardware what to do.

Programs 4. The instruction sets written by programmers.

Application Software 5. A type of software such as word processing, spreadsheets, payroll and inventory, even games

Syntax 6. Errors in language or grammar.

system software 7. Software such as operating systems like Windows, Linux, or UNIX

Input devices 8. Describes the entry of data items into computer memory using hardware devices such as keyboards and mice. INPUT

Input symbol 9. Indicates an input operation and is represented by a parallelogram in flowcharts.

Output symbol 10. Represented by a parallelogram in flowcharts. INPUT & OUTPUT SYMBOL

Processing symbol 11. May involve organizing them, checking them for accuracy, or performing calculations with them. (PROCESSING DATA ITEMS)

Process symbol 12. Indicates a processing operation and is represented by a rectangle in flowcharts.

CPU 13. The hardware component that processes data.

Output devices 14. Describes the operation of retrieving information from memory and sending it to a device, such as a monitor or printer, so people can view, interpret, and use the results.

Output symbol 15. Indicates an output operation and is represented by a parallelogram in flowcharts.

Programming language 16. Used to write computer instructions called program code; used to write programs.

coding the program 17. Also includes languages such as Visual Basic, C#, C++, Java. coding the program - programming languages

Syntax errors 18. Grammar rules of a language. - syntax

Syntax 19. Errors in language or grammar. - syntax errors

RAM 20. The temporary, internal storage within a computer. - computer memory

Volatile 21. Describes storage whose contents are retained when power is lost. - NON VOLATILE MEMORY

Compiler or Interpreter 22. Translates a high-level language into machine language and tells you if you have used a programming language incorrectly.

Logical errors 23. Errors in program logic produce incorrect output

Variable 24. A named memory location whose value can vary.

Users or end users 25. People who benefit from using computer programs.

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Documentation 26. Consists of all the supporting paperwork for a program.
Algorithm 27. The sequence of steps necessary to solve any problem. - Algorithm
Desk-checking 28. The process of walking through a program's logic on paper.
Pseudocode 29. The act of writing programming language instructions. - coding the program
Flowchart 30. When instructions are performed in the wrong order, too many times, or not at all. - Logic error
Logical errors 31. Errors in program logic produce incorrect output
Test 32. Execute the program with some sample data to see whether the results are logically correct
Debugging 33. What is the process of finding and correcting program errors?
Conversation 34. The entire set of actions an organization must take to switch over to using a new program or set of programs conversion
Maintenance 35. Consists of all the improvements and corrections made to a program after it is in production.

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PART 2: Enumeration

a. 3 major components of a computer system?
b. 3 major computer hardware operations.
c. 4 most common planning tools.
d. 3 most common flowchart symbols.
e. 7 steps on a program development life cycle.

A.
1. Hardware
2. Software - system software
3. Humanware / programs - application software

B.
1. Input devices
2. Processing devices
3. Output devices

C.
1. Flowcharts
2. Pseudocode
3. IPO charts
4. TOE charts

D.
1. Oval
2. rectangle
3. Arrows

E.
1. Understanding the problem
2. Plan the logic
3. Write the code
4. Translate the code
5. Test, the program
6. Put the program into production
7. maintaining the program.