Section - 4 [QUIZ] [Beginning C++ from Beginner to Beyond]

Question 1:

_____ are used to translate programming language source code instructions into the appropriate machine language instructions.

- a) Linkers
- b) Operating Systems
- c) Editors
- d) Compilers [CORRECT]

Question 2:

An Integrated Development Environment (IDE) typically includes

- a) A debugger
- b) A text editor
- c) A compiler
- d) All of the above [CORRECT]

Question 3:

A _____ is a set of instructions that a computer executes to solve a problem.

- a) linker
- b) compiler
- c) program [CORRECT]
- d) display statement

Question 4:

Syntax errors are detected by the _____.

- a) linker
- b) compiler [CORRECT]
- c) editor
- d) debugger

Question 5:

A set of precise steps for solving a problem is known as a(n):

- a) central processing unit, CPU
- b) debugger
- c) algorithm [CORRECT]
- d) integrated development environment, IDE

Question 6:

The statements written by programmers are called _____.

- a) syntax
- b) object code

- c) source code [CORRECT]
- d) runtime libraries

Question 7:

The rules that must be followed when writing programs in specific programming languages are called _____.

- a) source code
- b) libraries
- c) object code
- d) syntax [CORRECT]

Question 8:

Mistakes by the programmer that cause a program to produce incorrect results are called _____.

- a) logic errors [CORRECT]
- b) syntax errors
- c) linker errors
- d) compiler errors

Question 9:

If you declare a variable and use it before initializing it the compiler will generate a(n) _____.

- a) warning [CORRECT]
- b) error
- c) segmentation fault
- d) runtime error

Question 10:

The error generated when all the parts that make up a program cannot be put together because one or more are missing is called a _____.

- a) compiler error
- b) logic error
- c) linker error [CORRECT]
- d) runtime error