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School of Computing and Information Technologies

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PROGCON - CHAPTER 1

CLASS NUMBER: #24 SECTION: BSTM 191

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32 **PART 1: Identify the following.**

1. A combination of all the components required to process and store data using a computer. — computer system
2. The equipment or physical devices that are associated with a computer. — Hardware
3. The computer instructions that tell the hardware what to do. — software
4. The instruction sets written by programmers. — programs
5. A type of software such as word processing, spreadsheets, payroll and inventory, even games — Application software
6. Errors in language or grammar.
7. Software such as operating systems like Windows, Linux, or UNIX — system software
8. Describes the entry of data items into computer memory using hardware devices such as keyboards and mice. — • input
9. Indicates an input operation and is represented by a parallelogram in flowcharts. — • input symbol
10. Represented by a parallelogram in flowcharts.
11. May involve organizing them, checking them for accuracy, or performing calculations with them. — processing (data items)
12. Indicates a processing operation and is represented by a rectangle in flowcharts. — • processing symbol
13. The hardware component that processes data. — CPU
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
15. Indicates an output operation and is represented by a parallelogram in flowcharts. — • output symbol
16. Used to write computer instructions called program code; used to write programs. — programming language
17. Also includes languages such as Visual Basic, C#, C++, Java.
18. Grammar rules of a language. — syntax
19. Errors in language or grammar. — syntax error
20. The temporary, internal storage within a computer. — computer ~~data items~~ memory
21. Describes storage whose contents are retained when power is lost. — non-volatile memory
22. Translates a high-level language into machine language and tells you if you have used a programming language incorrectly. — compiler or interpreter
23. Errors in program logic produce incorrect output — logical errors
24. A named memory location whose value can vary. — variable
25. People who benefit from using computer programs. — users / end users

Documentation 26. Consists of all the supporting paperwork for a program.
Algorithm 27. The sequence of steps necessary to solve any problem.
Desk-checking 28. The process of walking through a program's logic on paper.
Coding the program 29. The act of writing programming language instructions.
Logical errors 30. When instructions are performed in the wrong order, too many times, or not at all.
Logical error 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?
conversion 34. The entire set of actions an organization must take to switch over to using a new program or set of programs
Maintenance 35. Consists of all the improvements and corrections made to a program after it is in production.

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. hardware
system software
Application software

b. Input
Processing
Output

c. Flowcharts
Pseudocode
IPO charts (Input, processing & output)
TOE charts (Tasks, Objects & events)

d. Terminal symbol

Input / Output

Process

e. Understand the problem
• Plan the logic
• Code the Program
• Use software (a compiler/interpreter) to translate the program into machine language
• Test the program
• Put the program into production
• Maintain the program