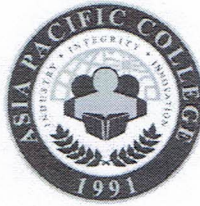


#24



School of Computing and Information Technologies

PROGCON - CHAPTER 1

55

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CLASS NUMBER: #24

SECTION: BSTM 191

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32 PART 1: Identify the following.

- | | |
|-------------------------|---|
| 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 |
| | 6. Errors in language or grammar. |
| system software | 7. Software such as operating systems like Windows, Linux, or UNIX |
| • Input | 8. Describes the entry of data items into computer memory using hardware devices such as keyboards and mice. |
| • Input symbol | 9. Indicates an input operation and is represented by a parallelogram in flowcharts. |
| Processing data items | 10. Represented by a parallelogram in flowcharts. |
| • processing symbol | 11. May involve organizing them, checking them for accuracy, or performing calculations with them. |
| CPU | 12. Indicates a processing operation and is represented by a rectangle in flowcharts. |
| • Output | 13. The hardware component that processes data. |
| Output symbol | 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. |
| Programming Language | 15. Indicates an output operation and is represented by a parallelogram in flowcharts. |
| syntax | 16. Used to write computer instructions called program code; used to write programs. |
| syntax error | 17. Also includes languages such as Visual Basic, C#, C++, Java. |
| computer data items | 18. Grammar rules of a language. |
| non-volatile memory | 19. Errors in language or grammar. |
| Compiler or Interpreter | 20. The temporary, internal storage within a computer. |
| Logical errors | 21. Describes storage whose contents are retained when power is lost. |
| variable | 22. Translates a high-level language into machine language and tells you if you have used a programming language incorrectly. |
| users / end users | 23. Errors in program logic produce incorrect output |
| | 24. A named memory location whose value can vary. |
| | 25. People who benefit from using computer programs. |

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

- 3 major components of a computer system?
- 3 major computer hardware operations.
- 4 most common planning tools.
- 3 most common flowchart symbols.
- 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



PROGCON

- 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