1. 1. Give TWO [2] reasons why machine code is not the preferred code for programming modern computers.
2. State THREE (3) weaknesses of the Iterative Waterfall model of software development.
3. The Iterative Waterfall lifecycle development model is a later version of the original Waterfall model. Explain what feature of the original Waterfall model makes it inflexible. Explain how the ‘iterative’ version gets round this inflexibility and why this may be needed
4. The Requirements stage of the Software Development Life Cycle (SDLC) is the first stage of this cycle and the cheapest to complete. Explain what is produced in the Requirements stage. Then, identify the most expensive stage and state why it is the most expensive stage
5. Describe the FOUR (4) key steps in writing a simple computer program.
6. Modern software development is often carried out using high-level computer languages. Explain what is meant by a high-level computer language and give THREE (3) examples of modern high-level computer languages.
7. Every programming language has a syntax. Explain what is meant by syntax.

(or)

Every high-level programming language has a syntax. Explain what is meant by syntax in this case.

1. Name TWO (2) compiled high-level computer languages and TWO (2) interpreted high-level languages.
2. A program written in an interpreted computer language is able to run on different types of computer hardware without requiring re-compilation. Explain what makes this possible.
3. A high-level computer language cannot be directly executed by a computer’s Central Processing Unit (CPU). Explain why this the case. Identify TWO (2) types of software that can be used to convert a high-level computer language into the format that can be executed by a CPU.
4. A computer program can be written in an assembly language. Explain how assembly language differs from high-level language.
5. Pseudocode of an algorithm is expressed in a high-level computer language. Describe what a high-level computer language is. Give THREE (3) examples of high-level languages.
6. Assembly languages are NOT portable languages whereas high level languages are portable languages. Explain what is meant by this statement
7. Describe the FOUR (4) key steps in writing a simple computer program.
8. Name TWO (2) popular high-level computer languages.
9. A computer’s Central Processing Unit (CPU) cannot execute instructions that are written in a language like a spoken language. Explain why this the case. Explain TWO (2) software tools that can create machine-code CPU instructions