

✔ Congratulations! You passed!

Grade
received 100%

Latest Submission
Grade 100%

To pass 70% or
higher

Go to next item

1. Which of the following is the generic term for referencing a program component such as a stored value, method, interface, or class by a custom-named label? **1 / 1 point**

- ☐ Constant
- ☐ Variable
- ☐ Container
- ☒ Identifier

✔ **Correct**

Correct! An identifier references a program component.

2. Which one of the following applies to interpreted programming languages? **1 / 1 point**

- ☐ Available to users who have the same operating system or a device that understands the same language
- ☐ More difficult to write in, but creates faster applications
- ☒ A smaller program, normally scripted code, that must be created and repeated every time the code is run
- ☐ Better for programs installed on the computer or device

✔ **Correct**

Correct! This statement describes interpreted programming languages.

3. Which one of the following applies to a compiled programming language **1 / 1 point**

compared to an interpreted language?

- ☐ Better for websites and smaller processes that need to be repeated
- ☒ Takes longer to write the code, but it runs faster
- ☐ Easier to learn and use, but requires an interpreter that can translate the source code into machine code
- ☐ Creates a smaller program, normally using scripted code

☒ **Correct**

Correct! It may take longer to write code in a compiled programming language, but the code will run faster because it is installed on your computer.

4. Which one of the following is an example of a low-level programming language?

1 / 1 point

- ☐ Python
- ☒ ARM
- ☐ Pascal
- ☐ SQL

☒ **Correct**

Correct! ARM is an example of a low-level programming language.

5. Which of the following is a type of programming logic with only two values, "true" or "false", and is used in both branching and looping programming logic?

1 / 1 point

- ☐ "And-do-while" loop
- ☐ Branching statements
- ☐ "if-then-else" statement
- ☒ Boolean expression

☒ **Correct**

Correct! Boolean logic is a type of programming statement with only two values, "true" or "false", and is used in both branching and looping programming logic.

6. What are the three key standpoints for organizing code?

1 / 1 point

- ☐ Readability, maintainability, and accessibility
- ☒ Readability, maintainability, and scalability
- ☐ Maintainability, accessibility, and scalability
- ☐ Readability, scalability, and accessibility

☒ **Correct**

Correct! Readability, maintainability, and scalability are the three main standpoints for organizing code.

7. Which of the following is also often referred to as a scripting language?

1 / 1 point

- ☐ A query language
- ☒ An interpreted programming language
- ☐ A compiled programming language
- ☐ An assembly programming language

☒ **Correct**

Correct! Interpreted language is also commonly referred to as scripted or scripting language.

8. Which of the following is a type of looping programming logic?

1 / 1 point

- ☐ if
- ☐ switch
- ☐ goto
- ☒ while

☒ **Correct**

Correct! While is a type of looping programming logic.

9. Which of the following is the best type of identifier for a data item whose value does not change?

1 / 1 point

- ☐ Array
- ☒ Constant
- ☐ Variable
- ☐ Vector

✓ **Correct**

Correct! Using a constant for data items whose value does not change makes your code easier to read.

10. Which of the following is a software methodology that focuses on objects rather than functions?

1 / 1 point

- ☐ SDLC
- ☐ Modular programming
- ☐ Extreme programming
- ☒ OOP

✓ **Correct**

Correct! OOP, or object-oriented programming, is focused on objects rather than functions.