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Multiple Choice

1. A(n) \_\_\_\_\_ is a set of instructions that a computer follows to perform a task.

Answer: B. Program.

1. The physical devices that a computer is made of are referred to as \_\_\_\_\_\_.

Answer: A. Hardware.

1. The part of the computer that runs programs is called \_\_\_\_\_\_\_\_\_. Answer: D. The CPU.
2. Today, CPUs are small chips known as \_\_\_\_\_\_. Answer: B. Microprocessors.
3. The computer stores a program while the program is running, as well as the data that the program is working with in \_\_\_\_\_\_\_\_. Answer: C. Main memory.
4. \_\_\_\_\_ is a volatile type of memory that is used only for temporary storage while a program is running. Answer: A. RAM.
5. A type of memory that can hold data for long periods of time – even when there is no power to the computer – is called \_\_\_\_\_\_. Answer: C. Secondary storage.
6. A component that collects data from people or other devices and sends it to the computer is called \_\_\_\_\_\_. Answer: B. An input device.
7. A video display is a(n) \_\_\_\_\_ device. Answer: A. Output device.
8. A \_\_\_\_\_\_ is enough memory to store a letter of the alphabet or a small number.

Answer: A. Byte.

1. A byte is made up of eight \_\_\_\_\_\_\_. Answer: D. Bits.
2. In the \_\_\_\_\_\_\_ numbering system, all numeric values are written as sequences of 0s and 1s. Answer: B. Binary.
3. A bit that is turned off represents the following value: \_\_\_\_\_\_\_. Answer: C. 0.
4. A set of 128 numeric codes that represent the English letters, various punctuation marks, and other characters is \_\_\_\_\_\_\_\_\_\_. Answer: B. ASCII.
5. An extensive encoding scheme that can represent the characters of many of the languages in the world is \_\_\_\_\_\_\_. Answer: C. Unicode.
6. Negative numbers are encoded using the \_\_\_\_\_\_ technique. Answer: A. Two’s complement.
7. Real numbers are encoded using the \_\_\_\_\_\_ technique. Answer: B. Floating point.
8. The tiny dots of color that digital images are composed of are called \_\_\_\_\_\_. Answer: D. Pixels.
9. If you were to look at a machine language program, you would see \_\_\_\_\_\_.

Answer: B. A stream of binary numbers.

1. In the \_\_\_\_\_ part of the fetch-decode-execute cycle, the CPU determines which operation it should perform. Answer: B. Decode.
2. Computers can execute only programs that are written in \_\_\_\_\_. Answer: C. Machine Language.
3. The \_\_\_\_\_\_\_\_ translates an assembly language program to a machine language program. Answer: A. Assembler.
4. The words that make up a high-level programming language are called \_\_\_\_\_\_\_\_. ‘

Answer: D. Keywords.

1. The rules that must be followed when writing a program are called \_\_\_\_\_\_. Answer: A. Syntax.
2. A(n) \_\_\_\_\_ is a program that translates a high-level language program into a separate machine language program. Answer: B. Compiler.
3. A \_\_\_\_\_\_\_ is any hypothetical person using a program and providing input for it.

Answer: B. User.

1. A \_\_\_\_\_\_ error does not prevent the program from running but causes it to produce incorrect results. Answer: C. Logic.
2. A(n) \_\_\_\_\_\_\_ is a set of well-defined logical steps that must be taken to perform a task.

Answer: D. Algorithm.

1. An informal language that has no syntax rules and is not meant to be compiled or executed is called \_\_\_\_\_\_\_. Answer: B. Pseudocode.
2. A \_\_\_\_\_\_ is a diagram that graphically depicts the steps that take place in a program.

Answer: A. Flowchart.

1. Objects that are visible in a program’s graphical user interface are commonly referred to as \_\_\_\_\_\_\_\_. Answer: B. Controls.
2. A \_\_\_\_\_\_\_ is code that describes a particular type of object. Answer: D. Class.
3. The \_\_\_\_\_\_\_\_ is a collection of classes and other code that can be used, along with a programming language such as C#, to create programs for the Windows operating system. Answer: A. .NET framework.
4. The \_\_\_\_\_\_\_ is the part of a computer with which the user interacts. Answer: B. User interface.
5. Before GUIs became popular, the \_\_\_\_\_\_\_ interface was the most commonly used.

Answer: A. Command line.

1. \_\_\_\_\_\_\_ programs are usually event driven. Answer: C. GUI.

True or False

1. Today, CPUs are huge devices made of electrical… you get the message. Answer: False.
2. Main memory is also known as RAM. Answer: True.
3. Any piece of data that is stored in a computer’s memory must be stored as a binary number. Answer: True.