Quizlet

NAME _____

17 Matching questions

B+
88%

1. **This keyword is used in a switch to determing a specified value**

   n CORRECT: Case

2. **Data Types**

   g CORRECT: one of many supported of information types reserved in memory

3. **Float Point**

   l CORRECT: describes a method of representing an approximation of a real number in a way that can support a wide range of values with decimals

4. **Reference Parameters**

   o CORRECT: The value in parentheses after the subroutine name, which provides a subroutine with the info to do its task.

5. **Bottom-up Design**

   d CORRECT: Start at the bottom with what you already know and work up to the overall problem.

6. **Formatted Text**

   p CORRECT: Changing the appearance of characters in a program

a Switch

b Constants

c

This data type holds a single unicode character

d

Start at the bottom with what you already know and work up to the overall problem.

e Initialize Variables

f

Instructions sequences repeated. Another term for iterating.

g

one of many supported of information types reserved in memory

h OOP

i Class

j Order of Operations

k Infinite Loop

l

describes a method of representing an approximation of a real number in a way that can support a wide range of values with decimals

m

Traditionally a sequence of characters, either as a literal constant or as some kind of variable.

n Case

o

7. **Loop**

f CORRECT: Instructions sequences repeated. Another term for iterating.

8. **Relational Operators**

q CORRECT: Compares 2 values with ==,!=, <, >, <=, >=

9. **Char**

c CORRECT: This data type holds a single unicode character

10. **Strings**

m CORRECT: Traditionally a sequence of characters, either as a literal constant or as some kind of variable.

11. **Setting the first value of a variable so it can be used in a program.**

e CORRECT: Initialize Variables

12. **The blueprint of an object usually containing a name, constructor, properties and actions.**

i CORRECT: Class

13. **A form of decision making specifying results of int or char values**

a CORRECT: Switch

The value in parentheses after the subroutine name, which provides a subroutine with the info to do its task.

p

Changing the appearance of characters in a program

q Compares 2 values with ==,!=, <, >, <=, >=

14. **P.E.M.D.A.S**

    j CORRECT: Order of Operations

15. **A loop that has no logical conclusion.**

    k CORRECT: Infinite Loop

16. **A kind of programming methodology using objects based on built classes.**

    h CORRECT: OOP

17. **an identifier whose associated value cannot typically be altered**

    b CORRECT: Constants

17 Multiple choice questions

1. Flagged or Sentinal Loop
   a. Loop inside of a loop.
   b. A processed value returned to the user.
   c. A list of constants in a program
   d. CORRECT: Indicated by the end of a data entry

2. Reserving and naming a memory location/unit so it can be used in a program.
   a. CORRECT: Declare Variables
   b. Return Values
   c. Decision Making
   d. Data Types

3. This data type responds to 4 bytes: Range;{-2147483648, 2147483647} or a number without decimals
   a. Module
   b. INCORRECT: ~~Iterate~~
   c. CORRECT: Integer
   d. Object

4. Any number of classified malicious programs designed to limit productivity and even harm computer hardware
   a. CORRECT: Computer Virus
   b. Counted Loop
   c. Modulo or %
   d. Concatenation

5. Simpler names with just 1 word.
   a. Subroutines
   b. Incrementing
   c. Input String
   d. CORRECT: Simple Identifiers

6. 'and' (&&, combines values, is true if both are true and false if either one is), 'or', (||, is true if either or both are true and false if both are) 'not'(!, will convert true to false and vice versa).
   a. Relational Operators
   b. Order of Operations
   c. CORRECT: Boolean Operators
   d. Logical Operators

7. Non-Primitive Types
   a. Allowing the user to provide a value for a program.
   b. Setting the first value of a variable so it can be used in a program.
   c. Changing the appearance of characters in a program
   d. CORRECT: Data types not defined by the programming language, instead created by the programmer.

8. Automation
   a. A second condition statement specifying another true or false condition
   b. Allowing the user to provide a value for a program.
   c. one of many supported of information types reserved in memory
   d. CORRECT: Often complicated tasks that run on computers involving limitted or no user interaction such as a macro

9. GUI (Graphic User Interface)
   a. Allowing the user to provide a value for a program.
   b. A list of constants in a program
   c. Simpler names with just 1 word.
   d. CORRECT: Allows user control with a mouse and icons on a display.

10. IF-ELSE Statement
   a. CORRECT: A second condition statement specifying another true or false condition
   b. Asking a true/false condition inside of another conditional
   c. Instructions sequences repeated. Another term for iterating.
   d. A form of decision making specifying results of int or char values

11. Ways of, implicitly or explicitly, changing an entity of one data type into another.
   a. CORRECT: Type Conversion
   b. INCORRECT: ~~Concatenation~~
   c. Automation
   d. Input String

12. This is used to indicate the remainder when one integer is divided by another.
   a. Modularity
   b. CORRECT: Modulo or %
   c. Module
   d. Loop

13. Arithmetic Operators
    a. A list of constants in a program
    b. Adding 1 to the variable sometimes using ++
    c. CORRECT: Use of +, -, *, / and % to combine simple expressions.
    d. Creating a loop in a program.

14. Strongly Typed
    a. Adding 1 to the variable sometimes using ++
    b. an identifier whose associated value cannot typically be altered
    c. Setting the first value of a variable so it can be used in a program.
    d. CORRECT: It enforces the rule that a variable can only hold its assigned data type.

15. Break a large problem down into smaller and smaller pieces until you can solve one problem that can be solved directly without further decomposition
    a. Flagged or Sentinal Loop
    b. Incrementing
    c. CORRECT: Structured Programming/Top-down Programming
    d. Output String

16. Object
    a. A kind of programming methodology using objects based on built classes.
    b. A form of decision making specifying results of int or char values
    c. Adding 1 to the variable sometimes using ++
    d. CORRECT: A kind of module holding data and subroutines resulting from classes.

17. Part of a bigger system it's plugged into" that interacts with the rest simply, yet properly.
    a. Boolean
    b. CORRECT: Module
    c. Loop
    d. Modularity

17 True/False questions

1. The use of "if" followed by a condition resulting in either true or false → IF Statement

   CORRECT: This is true.

2. Logical Operators → typically used with Boolean (logical) values; when they are, they return a Boolean value. However, the && and || operators actually return the value of one of the specified operands, so if these operators are used with non-Boolean values, they may return a non-Boolean value.

   INCORRECT: This is true, but you marked it false.

3. Counted Loop → block of one or more instructions that are run again and again a given number of times

   CORRECT: This is true.

4. Building software solutions that break the procedural or top down mold and use code chunks that become re-usable → Modularity

   CORRECT: This is true.

5. The result of a function, procedure or method that instead of simply running, will pass off information such as a string or an integer → Loop

   CORRECT: This is false.

   It should be **The result of a function, procedure or method that instead of simply running, will pass off information such as a string or an integer** → Return Values.

6. A list of constants in a program → Iterate

   INCORRECT: This is false, but you marked it true.

   It should be **A list of constants in a program** → Enumerators or Enum.

7. Output String → Allowing the user to provide a value for a program.

   CORRECT: This is false.

   It should be **Output String** → A processed value returned to the user..

8. Explains the often complicated set of instructions inside a function, procedure or method → Decision Making

INCORRECT: This is false, but you marked it true.

It should be **Explains the often complicated set of instructions inside a function, procedure or method** → Subroutines.

9. Stopping the flow of code to determine if a condition is true or false. → Input String

CORRECT: This is false.

It should be **Stopping the flow of code to determine if a condition is true or false.** → Decision Making.

10. Loop inside of a loop. → Order of Operations

CORRECT: This is false.

It should be **Loop inside of a loop.** → Nested Loop.

11. The value in parentheses after the subroutine name, which provides a subroutine with the info to do its task. → Input String

CORRECT: This is false.

It should be **The value in parentheses after the subroutine name, which provides a subroutine with the info to do its task.** → Parameter.

12. Asking a true/false condition inside of another conditional → Nested Loop

CORRECT: This is false.

It should be **Asking a true/false condition inside of another conditional** → Nested IF/IF-ELSE.

13. This data type holds the 2 logical values of true/false. → Char

CORRECT: This is false.

It should be **This data type holds the 2 logical values of true/false.** → Boolean.

14. Creating a loop in a program. → Enumerators or Enum

CORRECT: This is false.

It should be **Creating a loop in a program.** → Iterate.

15. The operation of joining two character strings or other values end-to-end → Formatted Text

INCORRECT: This is false, but you marked it true.

It should be **The operation of joining two character strings or other values end-to-end** → Concatenation.

16. Allowing the user to provide a value for a program. → Formatted Text

CORRECT: This is false.

It should be **Allowing the user to provide a value for a program.** → Input String.

17. Incrementing → Allowing the user to provide a value for a program.

CORRECT: This is false.

It should be **Incrementing** → Adding 1 to the variable sometimes using ++.