1.	**What does the term hardware refer to?**	The physical components that a computer is made of
2.	**An Integrated Development Environment (IDE) typically consists of:**	A text editor, A debugger, A compiler
3.	**The purpose of a memory address is:**	To identify the location of a byte in memory
4.	**The computer's main memory is commonly known as**	RAM
5.	**The _____ decodes an instruction and generates electrical signals**	Control Unit
6.	**_____ are used to translate each source code instruction into the appropriate machine language instruction.**	Compilers
7.	**Which type of software have direct access to computer hardware components?**	operating systems
8.	**The statements written by the programmer are called:**	Source code
9.	**Internally, the CPU consists of two parts:**	The Output Device and the Input Device
10.	**The fundamental architecture for all computers are called:**	stored-program architecture
11.	**An example of a secondary storage device is:**	A hard disk
12.	**Which of the following is not one of the five major components of a computer system?**	Preprocessor
13.	**In the process of translating a source file into an executable file, which of the following is the correct sequence?**	Source code, preprocessor, modified source code, compiler, object code, linker, executable code.
14.	**Machine language is an example of a high-level language**	False
15.	**In a C++ program, two slash marks (//) indicate**	The beginning of a comment
16.	**A statement that starts with a # is called a**	Preprocessor directive
17.	**For every opening brace in a C++ program, there must be a**	Closing brace
18.	**The _____ causes the contents of another file to be inserted into a program.**	#include directive

19.	**The _____ is/are used to display information on the computer's screen.**	cout object
20.	**_____ represent storage locations in the computer's memory.**	Comments
21.	**These are data items whose values do not change while the program is running**	Literals
22.	**You must have a _____ for every variable you intend to use in a program**	definition
23.	**Which one of the following would be an invalid variable name?**	3dGraph
24.	**A character literal is enclosed in _____ quotation marks, whereas a string literal is enclosed in _____ quotation marks.**	single, double
25.	**C++ automatically places a _____ at the end of each string literal.**	Null terminator '\0'
26.	**What is the output of the following statement?**	12
27.	**This is used to mark the end of a complete C++ programming statement.**	Semicolon
28.	**_____ must be included in any program that uses the cout object.**	The header file iostream
29.	**Given the following C++ statements int number = 38, children = 4, cookies; cookies = number % children; What is the value of the variable cookies after the execution of the statement?**	2
30.	**Which one of the following functions allows you to identify how many bytes of storage on your computer system an integer data value requires.**	sizeof()
31.	**A variable whose value can be either true or false is of this data type.**	bool
32.	**How would you consolidate the following declaration statements into one statement? int x = 7; int y = 16; int z = 28;**	int x = 7, y = 16, z = 28;
33.	**Every complete C++ program must have a _____.**	function named main
34.	**Look at the following program and answer the question that follows it. 11 // This program displays my gross wages. 2 // I worked 40 hours and I make $20.00 per hour. 3 #include <iostream> 4 using namespace std; 5 6 int main() 7 { 8 int hours; 9 double payRate, grossPay; 10 11 hours = 40; 12 payRate = 20.0; 13 grossPay = hours * payRate; 14 cout << "My gross pay is $" << grossPay << endl; 15 return 0; 16 }**	14

#	Question	Answer
35.	**What will the following code display?**	MondayTuesdayWednesday
36.	**Assume that a program has the following variable definition: char letter; Which of the following statements correctly assigns the character Z to the variable?**	letter = 'Z';
37.	**What will the value of x be after the following statements execute? int x; x = 18.0 / 4;**	4
38.	**The _____ operator always follows the cin object, and the _____ operator follows the cout object.**	>>, <<
39.	**In any program that uses the cin object, you must include the _____.**	iostream header file
40.	**If you are reading data from a keyboard and you wanted the computer to recognize the space, tab, or Enter key as the delimiter to separate two input values, you would use the _____.**	cin object
41.	**If you want the computer to recognize the Enter key as the input, you would use the _____.**	cin.get()
42.	**The character array company[12] can hold**	eleven characters and the null terminator
43.	**What is the value stored at x, given the statements: float x; x = static_cast<double>10/4 ;**	2.5
44.	**The function, pow(x, 5.0) requires which header file to be included**	cmath
45.	**You want the user to enter the length, width, and height from the keyboard. Which cin statement is correctly written?**	cin >> length >> width >> height;
46.	**In the following C++ statement, what will be executed first according to the order of precedence. result = 6 – 3 * 2 + 7 – 10 / 2 ;**	3 * 2
47.	**This manipulator is used to establish a field width for the value immediately following it.**	setw
48.	**This manipulator causes the field to be left-justified with padding spaces printed to the right.**	left
49.	**Which one of the following reads an entire line of text, until the [Enter] key is pressed.**	cin.getline()
50.	**To allow file access in a program, you must #include this header file.**	fstream
51.	**Which statement will read a string into the following char array? char names[20];**	cin >> names;
52.	**The statement cin >> setw(10) >> str; will read up to this many characters into str.**	Nine
53.	**To write data to a file, you define an object of which one of the following**	ofstream
54.	**Assuming outFile is a file stream object and number is a variable, which statement writes the contents of number to the file associated with outFile?**	outFile << number;
55.	**Assuming dataFile is a file stream object, the statement dataFile.close();**	closes a file
56.	**A file must be _____ before data can be written to or read from it.**	opened
57.	**Which statement is equivalent to the following? number += 1;**	number = number + 1;
58.	**When the fixed manipulator is used, the value specified by the setprecision manipulator will be the number of digits to appear after the decimal point.**	True
59.	**When a program uses the setw manipulator, the iosetwidth header file must be included in a preprocessor directive.**	False
60.	**The fixed manipulator causes a number to be displayed in scientific notation.**	False
61.	**The statement cout << setprecision(5) << dollars << endl; will output $5.00 to the screen.**	False