Answer Key

1. **D**	9. **A**	17. **C**
2. **A**	10. **C**	18. **C**
3. **B**	11. **B**	19. **D**
4. **C**	12. **D**	20. **A**
5. **A**	13. **D**	21. **C**
6. **B**	14. **B**	22. **A**
7. **D**	15. **B**	23. **A**
8. **B**	16. **B**	

Answers Explained

1. **(D)** A computing innovation can have hardware components, but the computing innovation is about the software, not the hardware. Some examples of hardware are transistors, monitors, motherboards, and so on. Some examples of software are TikTok, Snapchat, Facebook, and so on. A computing innovation can be physical (e.g., self-driving car), nonphysical computing software (e.g., picture-editing software), or nonphysical computing (e.g., e-commerce).

2. **(A)** Be it the flight of the vulturine guinea fowl, sonar used by whales and dolphins, or the majestic nature of termite architecture, inspiration for computing innovations can be found anywhere. Although many innovations are built on previous technology, some innovations are completely unique. For example, the invention of the internet and resulting e-commerce was unique and disrupted industries.

3. **(B)** People are the ones who create innovations. Companies and industry can encourage innovations, but they are made up of people. Previous innovations can inspire new innovations, but people do the creating.

4. **(C)** Collaboration does not have to happen in the same space. Collaboration can happen in traditional workspaces as well as on virtual teams. Online collaboration tools, such as Google Docs, allow programmers to collaborate from home or from anywhere, such as one team member working in Orlando, Florida, while the other works in Coldfoot, Alaska. Interpersonal skills, such as communication, consensus building, conflict resolution, and negotiation, are essential skills in most sectors of the professional world.

5. **(A)** The definition of a program is a collection of program statements that perform a specific task when run by a computer. Most computer devices require programs to function properly. A computer program is usually written by a computer programmer in a programming language that is then converted into machine code, which a computer can understand. Software is a set of instructions, data, or programs used to operate computers and execute specific tasks.

6. **(B)** The definition of a code segment is a collection of program statements that are part of a program. A program is made up of code segments.