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Forms of Programming

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Forms of Programming

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1. As a programmer, some forms of programming give you direct access to the _____ while others abstract the hardware into more _____ that needs to be translated or converted into the _____ of the hardware. *

- ☒ computer processor; human language; native language
- ☐ computer hardware; computer code; machine language
- ☐ CPU; programming language; compiled code
- ☐ RAM; binary code; operating system

2. _____ allow programmers to code instructions directly to the processor or hardware. *

- ☒ Machine languages
- ☐ Interpreted languages
- ☐ Assembly languages
- ☐ Scripting languages

3. _____ can be programmed by sending sequences and patterns of bits through the processor to enable actions to take place. *

- ☒ Processors
- ☐ Compilers
- ☐ Interpreters
- ☐ Assemblers

4. _____, which is an abstraction of machine language, uses codes to modify processor registers and perform functions. *

- ☒ Assembly languages
- ☐ High-level languages
- ☐ Machine languages
- ☐ Object-oriented languages

5. _____ are readable by humans more easily than assembly or machine languages. *

- ☒ Interpreted languages
- ☐ Compiled languages

- ☐ Machine languages
- ☐ Low-level languages

6. A _____ called an interpreter reads each line of code and then interprets it into native instructions for the computer. The process is much slower than _____ since the interpreter needs to convert each instruction provided by the programmer. *

- ☒ component; machine language
- ☐ processor; assembly language
- ☐ compiler; machine code
- ☐ transistor; binary language

7. _____ is an example of an _____ language. A programmer can stop the execution of the program, make a change to a line, and then run it again without any other steps. *

- ☒ JavaScript; interpreted
- ☐ C++; compiled
- ☐ Python; compiled
- ☐ HTML; scripting

8. A _____ language takes instructions written by a human and sends that code to something called a _____. *

- ☒ compiled; compiler
- ☐ scripting; parser
- ☐ assembly; interpreter

☐ interpreted; assembler

9. A _____ takes the program instructions and converts it to _____ or native code for the hardware and creates a program called an _____. *

☒ compiler; binary; executable

☐ interpreter; assembly; script

☐ assembler; text; application

☐ linker; hex; batch file

10. _____ is native to the hardware and operating system and can't easily be converted back to the original program instructions. *

☒ This program

☐ Machine code

☐ Source code

☐ Assembly code

11. _____ is an example of a compiled language. *

☒ C

☐ Python

☐ JavaScript

☐ Ruby

12. _____, or OOP, treats everything as an object. *

☒ Object-oriented programming

- ☐ Functional programming
- ☐ Procedural programming
- ☐ Assembly language

13. _____ and _____ are examples of object-oriented languages. *

- ☒ Java; C#
- ☐ Python; SQL
- ☐ HTML; CSS
- ☐ Assembly; COBOL

14. _____ is a language designed for working with databases. *

- ☒ SQL or sequel
- ☐ Python
- ☐ JavaScript
- ☐ Bash

15. What are scripting languages? *

- ☒ Languages designed for automating tasks
- ☐ Languages that compile to binary
- ☐ Languages that directly modify hardware
- ☐ Languages used for creating hardware drivers

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