CC112 – Computer Programming 1
Midterm Examination

Name :_____ Year /Section: _____ Score: _____

Test I. True/False

1. The usual format for naming simple variables in C++ is by using capital letters.
2. The camel case format for naming variables in C++ is applicable if the name contains multiple words.
3. In declaring variables in C++, it is not necessary to put data type because it is optional.
4. In declaring variables in C++, it is not necessary to put the initial value because it is optional.
5. Variable names are case-sensitive in C++.
6. Variable names must begin with a letter.
7. Variable names cannot be a keyword.
8. A char data type can consume 2 bytes in the memory location.
9. Float data type contains decimal numbers.
10. An int data type belongs to natural family numbers.
11. Most of the C++ statements end with a semicolon.
12. Can COVID19 be a variable name?
13. Can 45Caliber be a variable name?
14. Can raw_score be a variable name?
15. Can score1 be a variable name?
16. Can sumTotal be a variable name?
17. Can total.items be a variable name?
18. Can shortint be a variable name?
19. Can an int be a variable name?
20. Can population be a variable name?
21. Can Romeo&Juliet be a variable name?
22. Can iloveyou be a variable name?
23. Can abs cbn be a variable name?
24. Can pandemic-2019 be a variable name?
25. Can percent% be a variable name?
26. Can string be a variable name?

Test II. Identification

27. The directions given to the computer were called _____.
28. People who write computer programs.
29. Write and maintain programs that help the computer carry out its basic operating functions.
30. The direction or instruction given to the computer is called _____.
31. _____ are languages used to communicate with a computer.
32. Instructions written in 0's and 1's are called _____.
33. It simplifies the programmer's job and can use mnemonics instead of 0s and 1s.
34. Allow the programmer to use English-like instructions.
35. Convert the instructions into 0s and 1s.
36. What is the meaning of OOP language?

37. Requires the programmer to focus on the objects that the program can use to accomplish its goal.
38. Another term for the control structure.
39. It directs the computer to process the program instructions, one after another, in the order listed in the program.
40. Control structure known also as _____ structure.
41. It is one of the types of control structures that directs the computer to repeat one or more instructions until some conditions are met. It is also called a loop or iteration.
42. It is one of the types of control structures that makes a decision and then takes an appropriate action based on that decision. It is also called a decision structure.
43. It is one of the types of control structures that directs the computer to process the program instruction one after another.
44. It directs the computer to repeat one or more instructions until some condition is met.
45. It makes a decision and then takes appropriate action based on that decision.
46. In analyzing a problem, what item do you need to determine first to achieve your goal in solving the problem?
47. It is a step-by-step process made in English-like sentences to come up with a precise solution in solving a problem.
48. A coded algorithm is called _____.
49. In the IPO chart, P stands as _____.
50. What items are needed to achieve your goal during analyzing the problem?
51. It is also a tool to plan an algorithm using standardized symbols.
52. A shape is used as an input or output symbol.
53. A shape that refers to a start/stop symbol.
54. A process of checking the correctness of your algorithm is called _____.
55. The first line in a function is called _____.
56. What is the name of the website on which you can create a program online?
57. What is the last statement found inside the main function?
58. Data that the programmer is expecting the user to enter.
59. Data that the programmer is not expecting the user to enter.
60. Translate the program line by line as the program is running.
61. A primitive C++ statement corresponds to cout instruction that will display information on the screen.
62. Block of code that performs a task.
63. What function needs to declare in the code editor of C++ where the execution of the program begins?
64. What does double forward slash character (//) mean in C++?
65. What do you call the number that appeared on the left side of the code editor of C++?
66. A directive or library file that manages the cin, cout and endl statements.
67. What character do you use as a stream insertion operator?
68. What character do you use as a stream extraction operator?
69. A type of error occurs during the runtime process.
70. What character do you use as a separator and tells the end of the program statement?
71. It is used as a description of the program to other programmers. It is ignored by a C++ compiler.
72. What bracket do you use to enclose the header file or library file?
73. What statement do you use to move the cursor to the next line during runtime? It is called a broken line or a new line.
74. A type of error occurs during the compilation process.
75. A process of fixing errors.
76. It is known as a program error.
77. Replacement of white space in naming your variables to make it valid.
78. In the compilation process, what file can you generate?
79. After the linking process, what file can you generate?

80. What is the extension file of your source code?
81. _____ is a type of memory location whose contents can change while the program is running.
82. Values of _____ items remain the same each time the program is executed.
83. Who is your instructor in this subject CC112?

Test III. Give an example of the following items below:

84. A meaningful variable name for a char data type in C++.
85. A meaningful variable name for a short data type in C++.
86. A meaningful variable name for an int data type in C++.
87. A meaningful variable name for a float data type in C++.
88. A meaningful variable name for a double data type in C++.
89. A meaningful variable name for a string data type in C++.
90. A meaningful variable name for a bool data type in C++.
91. Valid value for a char data type in C++.
92. Valid value for a short data type in C++.
93. Valid value for an int data type in C++.
94. Valid value for a float data type in C++.
95. Valid value for a double data type in C++.
96. Valid value for a string data type in C++.
97. Valid value for a bool data type in C++.
98. Declaration of a character named constant.
99. Declaration of string literal named constant.
100. Declaration of numeric literal named constant.

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