



School of Computing and Information Technologies

## PROGCON - CHAPTER 1

# 02

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### PART 1: Identify the following.

- Computer System 1. A combination of all the components required to process and store data using a computer.
- Hardware 2. The equipment or physical devices that are associated with a computer.
- Software 3. The computer instructions that tell the hardware what to do.
- Programs 4. The instruction sets written by programmers.
- Application software 5. A type of software such as word processing, spreadsheets, payroll and inventory, even games
- Syntax error 6. Errors in language or grammar.
- System software 7. Software such as operating systems like Windows, Linux, or UNIX
- Input 8. Describes the entry of data items into computer memory using hardware devices such as keyboards and mice.
- Input symbol 9. Indicates an input operation and is represented by a parallelogram in flowcharts.
- Output symbol 10. Represented by a parallelogram in flowcharts. *Input/output symbol*
- Processing 11. May involve organizing them, checking them for accuracy, or performing calculations with them.
- Processing symbol 12. Indicates a processing operation and is represented by a rectangle in flowcharts.
- Processing 13. The hardware component that processes data. *with symbol CPU*
- Output 14. Describes the operation of retrieving information from memory and sending it to a device, such as a monitor or printer, so people can view, interpret, and use the results. *Processing data items*
- Output symbol 15. Indicates an output operation and is represented by a parallelogram in flowcharts.
- Programming language 16. Used to write computer instructions called program code; used to write programs.
- Programming language 17. Also includes languages such as Visual Basic, C#, C++, Java.
- Syntax error 18. Grammar rules of a language.
- Syntax 19. Errors in language or grammar. *→ with error*
- RAM/Random access memory 20. The temporary, internal storage within a computer. *computer memory*
- Volatile memory 21. Describes storage whose contents are retained when power is lost. *Non-volatile*
- Translator program 22. Translates a high-level language into machine language and tells you if you have used a programming language incorrectly. *Compiler programs*
- Logical errors 23. Errors in program logic produce incorrect output
- Variable 24. A named memory location whose value can vary.
- User / end user 25. People who benefit from using computer programs.

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<u>Documentation</u>	26. Consists of all the supporting paperwork for a program.
<u>Algorithm</u>	27. The sequence of steps necessary to solve any problem.
<u>Desk-checking</u>	28. The process of walking through a program's logic on paper.
<u>Programming</u>	29. The act of writing programming language instructions.
<u>Repeating instructions</u>	30. When instructions are performed in the wrong order, too many times, or not at all. Logical error
<u>Logical Error</u>	31. Errors in program logic produce incorrect output
<u>Test</u>	32. Execute the program with some sample data to see whether the results are logically correct
<u>Debugging</u>	33. What is the process of finding and correcting program errors?
<u>Conversion</u>	34. The entire set of actions an organization must take to switch over to using a new program or set of programs
<u>Maintenance</u>	35. Consists of all the improvements and corrections made to a program after it is in production.

## PART 2: Enumeration

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- 3 major components of a computer system?
- 3 major computer hardware operations.
- 4 most common planning tools.
- 3 most common flowchart symbols.
- 7 steps on a program development life cycle.

a. 3 Major components of a computer system

- Software ✓
- Hardware ✓
- ~~People~~ Humanware (Software System)

b. 3 Major Computer hardware operations

- Input ✓
- Processing ✓
- Output ✓

c. 4 Most Common Planning tools

- Flowcharts ✓
- Pseudocode ✓
- IPO charts ✓
- TOE charts ✓

d. 3 Most Common Flowchart symbols

- Terminal symbol ✓
- Input symbol ✓
- Processing symbol ✓

e. 7 steps on a program development life cycle

- Understand the problem ✓
- Plan the logic ✓
- Write the code ✓
- Translate the code ✓
- Test the program ✓
- Put the program into production ✓
- Maintain the program ✓