**Chapter 2**

**Section One Review Questions:**

1. A \_\_\_\_\_\_ error does not prevent from running, but causes it to produce incorrect results.

C. Logic

1. A \_\_\_\_\_\_\_ is a single function that the program must perform in order to satisfy the customer.

B. Software requirement

1. A(n) \_\_\_\_\_\_ is a set of well-defined logical steps that must be taken to perform a task

D. Algorithm

1. An informal language that has no syntax rules, and is not meant to be compiled or executed is called\_\_\_\_\_\_.

B. Pseudocode

1. A \_\_\_\_\_\_\_ is a diagram that graphically depicts the steps that take place in a program.

A. Flowchart

1. A(n) \_\_\_\_\_ is a set of statement that execute in order that they appear.

C. Sequence Structure

1. A \_\_\_\_\_\_ is a sequence of characters that is used as data.

C. String

1. A ­­­­­­\_\_\_\_\_\_ is a storage location in memory that is represented by a name.

A. Variable

1. A \_\_\_\_\_ is any hypothetical person that is using a program by providing input for it.

B. User

1. A(n) \_\_\_\_\_ is a message that tells (or asks) the user to enter a specific value.

D. Prompt

1. A(n) \_\_\_\_\_ sets a variable to a specified value.

A. Variable declaration

1. In the expression 12 + 7, the values on the right and left of the + symbol are called \_

A. Operands

1. A(n)\_\_\_\_\_\_ operator raises a number to a power.

C. Exponent

1. A(n) \_\_\_\_\_ operator performs division, but instead of returning the quotient it returns the remainder.

A. Modulus

1. A(n) \_\_\_\_ specifies a variable’s name and data type.

D. Variable declaration

1. Assigning a value to a variable in a declaration statement is called \_\_\_\_\_\_\_.

B. Initialization

1. A(n) \_\_\_\_\_ variable is one that has been declared, but has not been initialized or assigned a value.

B. Uninitialized

1. A(n) \_\_\_\_\_ is a variable whose content has a value that is read only and cannot be changed during the program’s execution.

C. Named constant

1. A debugging process in which you imagine that you are the computer executing a program is called \_\_\_\_\_\_.

D. Hand tracing

1. Short notes placed in different parts of a program, explaining how those parts of the program work, are called \_\_\_\_\_.

A. Comments

**Section Two True or False:**

1. Programmers must be careful not to make syntax errors when writing pseudocode programs

False

1. In a math expression, multiplication and division take place before addition and subtraction

True

1. Variable names can have spaces in them

False

1. In most languages, the first character of a variable name cannot be a number

True

1. The name gross pay is written in the camelCase convention

False

1. In languages that require variable declarations, a variable's declaration must appear before any other statements that use the variable

True

1. Uninitialized variables are a common cause of errors

True

1. The value of a named constant cannot be changed during the program's execution

True

1. Hand tracing is the process of translating a pseudocode program into machine language by hand

False

1. Internal documentation refers to books and manuals that document a program, and are intended for use within a company's programming department

False