**Take-Home: Quiz 1 (15 pts) – Introduction to Computer Programming and Algorithms**

Using Canvas <https://canvas.wsu.edu/>, please submit your solution to the correct quiz folder. Your solution should be a .pdf file with the name <your last name>\_quiz1.pdf and uploaded. To upload your solution, please navigate to your correct Canvas ***lab*** course space. Select the “Assignments” link in the main left menu bar. Navigate to the correct quiz submission folder. Click the “Start Assignment” button. Click the “Upload File” button. Choose the appropriate .pdf file with your solution. Finally, click the “Submit Assignment” button.

1. (4 pts) Using your own words, what is an *algorithm*? Explain.

An algorithm is a set of instructions that, when executed, will perform a tasks that are designed to solve a problem.

1. (8 pts) Given a blue whiteboard marker and a whiteboard, provide an algorithm to describe to another human how to draw a *parallelogram* on the whiteboard. Please assume that the marker is already in hand and opened. Be sure to number your steps.
2. *Lightly place marker on whiteboard*
3. *Draw a 3-inch horizontal line to the right*
4. *Draw a 3-inch vertical line down*
5. *Draw a 3-inch horizontal line to the left*
6. *Draw a 3-inch horizontal line up*
7. *Lift marker off whiteboard*
8. *Place cap on marker*
9. *Place marker down*
10. (3 pts) What is a *compiler*? Explain.

A compiler is a translator that the computer uses to understand high-level programming languages. The computer is unable to read lines of code and perform the desired task, so it needs the compiler, which translates the code into an object that can be understood by the computer.