



School of Computing and Information Technologies

## PROGCON - CHAPTER 1

CLASS NUMBER: 17

SECTION: AC192

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### PART 1: Identify the following.

1. A combination of all the components required to process and store data using a computer. *Computer System*
2. The equipment or physical devices that are associated with a computer. *Hardware*
3. The computer instructions that tell the hardware what to do. *Software 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.
9. Indicates an input operation and is represented by a parallelogram in flowcharts.
10. Represented by a parallelogram in flowcharts. *Input/output symbol*
11. May involve organizing them, checking them for accuracy, or performing calculations with them. *Processing*
12. Indicates a processing operation and is represented by a rectangle in flowcharts. *Process symbol*
13. The hardware component that processes data.
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.
15. Indicates an output operation and is represented by a parallelogram in flowcharts.
16. Used to write computer instructions called program code; used to write programs.
17. Also includes languages such as Visual Basic, C#, C++, Java.
18. Grammar rules of a language.
19. Errors in language or grammar.
20. The temporary, internal storage within a computer. *Computer Memory*
21. Describes storage whose contents are retained when power is lost. *nonvolatile Memory*
22. Translates a high-level language into machine language and tells you if you have used a programming language incorrectly. *Compiler / Interpreter*
23. Errors in program logic produce incorrect output.
24. A named memory location whose value can vary.
25. People who benefit from using computer programs.



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

## PART 2: Enumeration

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

a. Hardware  
Software  
Humanware

c.  
Flowcharts  
Pseudocodes  
IPO charts  
DTE charts

d. Terminator  
Process  
Input/Output

b. Input  
Output  
Process

e. Understand the problem  
Plan the logic  
Write the code  
Translate the code  
Test the program  
Put the program into production  
Maintain the program