[Quick Links](https://blackboard.strayer.edu/webapps/assessment/review/review.jsp?attempt_id=_50003108_1&course_id=_214580_1&content_id=_22094539_1&return_content=1&step=)

[Logout](https://blackboard.strayer.edu/webapps/login/?action=logout)

[**[](https://blackboard.strayer.edu/webapps/assessment/review/review.jsp?attempt_id=_50003108_1&course_id=_214580_1&content_id=_22094539_1&return_content=1&step=#global-nav-flyout)Kennedy Kabaso[Expand Global Nav](https://blackboard.strayer.edu/webapps/assessment/review/review.jsp?attempt_id=_50003108_1&course_id=_214580_1&content_id=_22094539_1&return_content=1&step=)**](https://blackboard.strayer.edu/webapps/assessment/review/review.jsp?attempt_id=_50003108_1&course_id=_214580_1&content_id=_22094539_1&return_content=1&step=#global-nav-flyout)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
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1. [**COMPUTER PROGRAM DESIGNCIS110007VA016-1176-001**](https://blackboard.strayer.edu/webapps/blackboard/execute/courseMain?course_id=_214580_1)
2. [**WEEK 5**](https://blackboard.strayer.edu/webapps/blackboard/content/listContent.jsp?course_id=_214580_1&content_id=_22094442_1&mode=reset)
3. **REVIEW TEST SUBMISSION: WEEK 5 MIDTERM EXAM**

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* [Announcements](https://blackboard.strayer.edu/webapps/blackboard/content/launchLink.jsp?course_id=_214580_1&tool_id=_141_1&tool_type=TOOL&mode=view&mode=reset)
* [Email](https://blackboard.strayer.edu/webapps/blackboard/content/launchLink.jsp?course_id=_214580_1&tool_id=_142_1&tool_type=TOOL&mode=view&mode=reset)
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* [Week 2](https://blackboard.strayer.edu/webapps/blackboard/content/listContent.jsp?course_id=_214580_1&content_id=_22094437_1&mode=reset)
* [Week 3](https://blackboard.strayer.edu/webapps/blackboard/content/listContent.jsp?course_id=_214580_1&content_id=_22094430_1&mode=reset)
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|  |  |
| --- | --- |
| User | Kennedy Kabaso |
| Course | Computer Program Design |
| Test | Week 5 Midterm Exam |
| Started | 8/6/17 1:39 AM |
| Submitted | 8/6/17 3:06 AM |
| Due Date | 8/7/17 9:00 AM |
| Status | Completed |
| Attempt Score | 97.5 out of 100 points |
| Time Elapsed | 1 hour, 26 minutes out of 2 hours |
| Instructions | The midterm exam consists of 40 questions . You will have 90 minutes to compelte it. Good Luck |
| Results Displayed | Submitted Answers, Correct Answers, Feedback |

* **Question 1**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | The \_\_\_\_ dictate the order in which operations in the same statement are carried out. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  rules of precedence | | Correct Answer: | Correct  rules of precedence | |  |  |  |

* **Question 2**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | \_\_\_\_ is where a variable’s data type or other information is stored as part of the name. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  Hungarian notation | | Correct Answer: | Correct  Hungarian notation | |  |  |  |

* **Question 3**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | Fractional numeric variables that contain a decimal point are known as \_\_\_\_ variables. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  floating-point | | Correct Answer: | Correct  floating-point | |  |  |  |

* **Question 4**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | The assignment operator is the \_\_\_\_ sign. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  = | | Correct Answer: | Correct  = | |  |  |  |

* **Question 5**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | A(n) \_\_\_\_ is similar to a variable, except it can be assigned a value only once. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  named constant | | Correct Answer: | Correct  named constant | |  |  |  |

* **Question 6**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | Depending on the programming language being used, modules are also known as \_\_\_\_ . |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  subroutines, procedures, or methods | | Correct Answer: | Correct  subroutines, procedures, or methods | |  |  |  |

* **Question 7**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | When the first letter of a variable name is uppercase, as in HourlyWage, the format is known as \_\_\_\_ casing. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  Pascal casing | | Correct Answer: | Correct  Pascal casing | |  |  |  |

* **Question 8**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | The process of naming program variables and assigning a type to them is called \_\_\_\_ variables. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  declaring | | Correct Answer: | Correct  declaring | |  |  |  |

* **Question 9**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | The maximum number of entry points that any programming structure can have is \_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  one | | Correct Answer: | Correct  one | |  |  |  |

* **Question 10**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | A loop must return to the \_\_\_\_ question at some later point in a structure. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  loop-controlling | | Correct Answer: | Correct  loop-controlling | |  |  |  |

* **Question 11**

0 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | The following pseudocode is an example of a \_\_\_\_ structure.   get number   while number is positive     add to sum     get number |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect  sequence | | Correct Answer: | Correct  loop | |  |  |  |

* **Question 12**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | A structured program includes only combinations of the three basic structures: \_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  sequence, selection, and loop | | Correct Answer: | Correct  sequence, selection, and loop | |  |  |  |

* **Question 13**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | In older languages, you could leave a selection or loop before it was complete by using a \_\_\_\_ statement. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  go to | | Correct Answer: | Correct  go to | |  |  |  |

* **Question 14**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | You may hear programmers refer to looping as \_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  iteration | | Correct Answer: | Correct  iteration | |  |  |  |

* **Question 15**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | A \_\_\_\_ read is an added statement that gets the first input value in a program. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  priming | | Correct Answer: | Correct  priming | |  |  |  |

* **Question 16**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | Structures can be stacked or connected to one another at their \_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  entry or exit points | | Correct Answer: | Correct  entry or exit points | |  |  |  |

* **Question 17**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | A(n) \_\_\_\_ is a program that you use to create simple text files. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  text editor | | Correct Answer: | Correct  text editor | |  |  |  |

* **Question 18**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | The major difference between the two main programming styles in use today is the \_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  programmer’s focus during the earliest planning stages of a project | | Correct Answer: | Correct  programmer’s focus during the earliest planning stages of a project | |  |  |  |

* **Question 19**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | Many programming languages use the term \_\_\_\_ to refer to the marker that is used to automatically recognize the end of data in a file. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  eof | | Correct Answer: | Correct  eof | |  |  |  |

* **Question 20**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | A(n) \_\_\_\_ tells the user what to enter. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  prompt | | Correct Answer: | Correct  prompt | |  |  |  |

* **Question 21**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | A(n) \_\_\_\_ is a repeating flow of logic with no end. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  infinite loop | | Correct Answer: | Correct  infinite loop | |  |  |  |

* **Question 22**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | You represent a decision in a flowchart by drawing a decision symbol, which is shaped like a \_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  diamond | | Correct Answer: | Correct  diamond | |  |  |  |

* **Question 23**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | The mainline logic of almost every procedural computer program consists of these three distinct parts: \_\_\_\_ . |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  housekeeping tasks, detail loop tasks, and end-of-job tasks | | Correct Answer: | Correct  housekeeping tasks, detail loop tasks, and end-of-job tasks | |  |  |  |

* **Question 24**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | A specific numeric value is often called a(n) \_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  numeric constant | | Correct Answer: | Correct  numeric constant | |  |  |  |

* **Question 25**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | When a program has several modules calling other modules, programmers often use a program \_\_\_\_, which operates similarly to an organizational chart, to show the overall picture of how modules are related to one another. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  hierarchy chart | | Correct Answer: | Correct  hierarchy chart | |  |  |  |

* **Question 26**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | As programs become larger and more complicated, the need for good planning and design \_\_\_\_ . |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  increases | | Correct Answer: | Correct  increases | |  |  |  |

* **Question 27**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | An \_\_\_\_ is most often represented by a three-sided box that is connected to the step it references by a dashed line. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  annotation symbol | | Correct Answer: | Correct  annotation symbol | |  |  |  |

* **Question 28**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | Before a programmer plans the logic of the program, he or she must \_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  understand the problem | | Correct Answer: | Correct  understand the problem | |  |  |  |

* **Question 29**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | After a programmer plans the logic of a program, the next step is \_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  coding the program | | Correct Answer: | Correct  coding the program | |  |  |  |

* **Question 30**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | The process of walking through a program’s logic on paper before you actually write the program is called \_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  desk-checking | | Correct Answer: | Correct  desk-checking | |  |  |  |

* **Question 31**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | \_\_\_\_ errors are relatively easy to locate and correct because the compiler or interpreter you use highlights every error. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  Syntax | | Correct Answer: | Correct  Syntax | |  |  |  |

* **Question 32**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | In a truth table, the expression \_\_\_\_ is false. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  false OR false | | Correct Answer: | Correct  false OR false | |  |  |  |

* **Question 33**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | For maximum efficiency, a good rule of thumb in an OR decision is to \_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  first ask the question that is more likely to be true | | Correct Answer: | Correct  first ask the question that is more likely to be true | |  |  |  |

* **Question 34**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | In a truth table, the expression \_\_\_\_ is true. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  true AND true | | Correct Answer: | Correct  true AND true | |  |  |  |

* **Question 35**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | When you ask multiple questions before an outcome is determined, you create a \_\_\_\_ condition. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  compound | | Correct Answer: | Correct  compound | |  |  |  |

* **Question 36**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | The conditional AND operator in Java, C++, and C# is \_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  && | | Correct Answer: | Correct  && | |  |  |  |

* **Question 37**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | Boolean expressions are named after \_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  George Boole | | Correct Answer: | Correct  George Boole | |  |  |  |

* **Question 38**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | You can use \_\_\_\_  for clarity and to override the default order of operations. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  parentheses | | Correct Answer: | Correct  parentheses | |  |  |  |

* **Question 39**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | A series of nested if statements is also called a \_\_\_\_ if statement. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  cascading | | Correct Answer: | Correct  cascading | |  |  |  |

* **Question 40**

2.5 out of 2.5 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
|  | When you combine AND and OR operators, the \_\_\_\_ operators take precedence, meaning their Boolean values are evaluated first. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  AND | | Correct Answer: | Correct  AND | |  |  |  |

Sunday, August 6, 2017 3:06:39 AM EDT

[**OK**](javascript:launch('/webapps/blackboard/content/listContent.jsp?content_id=_22094442_1&course_id=_214580_1&nolaunch_after_review=true');)