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Exercises 3

Exercises 3

5 points possible (graded)

ESTIMATED TIME TO COMPLETE: 5 minutes

Note that you will have to answer all questions before you can click the Check button.

1. True or False? A stored program computer is designed to compute precisely one computation, such as a square root, or the trajectory of a missile.

☐ True

☒ False ✓

2. True or False? A fixed program computer is designed to run any computation, by interpreting a sequence of program instructions that are read into it.

☒ True

☐ False ✓

3. A program counter



- ☐ counts the number of primitive operations executed by the program.
- ☐ counts the number of primitive operations comprising a complex operation.
- ☒ points the computer to the next instruction to execute in the program. ✓
- ☐ remembers how many times a program has been executed.

4. What does it mean when we say that "the computer walks through the sequence executing some computation"?

- ☐ The computer tests each instruction to ensure it will not harm the circuitry.
- ☐ The computer executes the instructions in strict, linear sequence, just like walking in a straight line.
- ☒ The computer executes the instructions mostly in a linear sequence, except sometimes it jumps to a different place in the sequence. ✓
- ☐ The computer slowly executes instructions so that we can follow its progress, rather than running a program at full speed.

5. True or False? In order to compute everything that is computable, every computer must be able to handle the sixteen most primitive operations.

- ☐ True
- ☒ False ✓

Explanation:

Alan Turing proved that all problems can be computed with only 6 primitives!

