

End of Unit Quiz – Unit 2.5 Translators and facilities of languages

| 1. N | Name | one example of a high level programming language. |
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| 2. | | |
| | a. | What is meant by the term 'machine code'? |
| | | |
| | b. | What is the name of one suitable translator that you can use? |
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| | C. | What are two advantages for writing computer programs using a high level language? |
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| 3. | | |
| | a. | There is a programme written using assembly language. What is the name of the translator that is needed before this program can be executed? |
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| | b. | What is one similarity and one difference between assembly language and machine code instructions? |
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4.

| Some languages are translated using a compiler. What is the name of another suitable translator? | | | | |
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b. For **one** of the features you have stated, explain why this feature is helpful.

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| 7. | | | |
| | a. | Computer programs can be written in high level languages, assembly language or machine code. What are two differences between high level languages and machine code? | |
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| | b. | What is the relationship between assembly language and machine code? | |
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| 8. | | | |
| | a. | What is meant by 'code completion' and how does this helps programmers? | |
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| | b. | What is meant by 'debugging tools' and how does this help programmers? | |
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| | c. | What is the name and explain the purpose of one other feature from an IDE? | |

9.

- **a.** Which piece of code relates to which type of programming language below?
 - i. High Level Language
 - ii. Assembly Language
 - iii. Machine Code

| Code 1 | Code 2 | Code 3 | | |
|-----------|-------------------|----------------|--|--|
| LDA score | score = score + 1 | 0101 0011 1010 | | |
| ADD one | | 0001 0000 0001 | | |
| STA score | | 0011 0011 1010 | | |

| b. | An interpreter would translate the code between which two types of language? |
|----|---|
| | |
| C. | What are some of the advantages and disadvantages of using an interpreter rather than a compiler? |
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| by pupils in level langua | schools. The age. They are | y are not sure not sure what | whether to write kind of translat | creating 3D models e it in assembly lar or to use either. W nmer on what to do | nguage or a hig /hat are the |
|---------------------------|-------------------------------|---------------------------------|-----------------------------------|---|---------------------------------|
| Consequent | Les for each c | noice and adv | ise the program | | J. |
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