Quizlet

NAME _____

50 Multiple choice questions

A+
100%

1. typically used with Boolean (logical) values; when they are, they return a Boolean va
However, the && and || operators actually return the value of one of the specified
so if these operators are used with non-Boolean values, they may return a non-Boo
   a. Relational Operators
   b. Boolean Operators
   c. CORRECT: Logical Operators
   d. Order of Operations

2. Indicated by the end of a data entry
   a. Counted Loop
   b. CORRECT: Flagged or Sentinal Loop
   c. Incrementing
   d. Infinite Loop

3. one of many supported of information types reserved in memory
   a. Parameter
   b. Constants
   c. Case
   d. CORRECT: Data Types

4. Use of +, -, *, / and % to combine simple expressions.
   a. Logical Operators
   b. Boolean Operators
   c. Relational Operators
   d. CORRECT: Arithmetic Operators

5. Any number of classified malicious programs designed to limit productivity and even harm computer hardware
    a. Strings
    b. Counted Loop
    c. Concatenation
    d. CORRECT: Computer Virus

6. A kind of module holding data and subroutines resulting from classes.
    a. Boolean
    b. Case
    c. OOP
    d. CORRECT: Object

7. This keyword is used in a switch to determing a specified value
    a. Loop
    b. Char
    c. CORRECT: Case
    d. Class

8. Reserving and naming a memory location/unit so it can be used in a program.
    a. CORRECT: Declare Variables
    b. Return Values
    c. Decision Making
    d. Initialize Variables

9. Part of a bigger system it's plugged into" that interacts with the rest simply, yet properly.
    a. Modularity
    b. CORRECT: Module
    c. Boolean
    d. OOP

10. A processed value returned to the user.
    a. Incrementing
    b. Automation
    c. Strings
    d. CORRECT: Output String

11. Allows user control with a mouse and icons on a display.
    a. Arithmetic Operators
    b. Input String
    c. Simple Identifiers
    d. CORRECT: GUI (Graphic User Interface)

12. Simpler names with just 1 word.
    a. Subroutines
    b. CORRECT: Simple Identifiers
    c. Incrementing
    d. Input String

13. This data type holds a single unicode character
    a. Class
    b. Loop
    c. Case
    d. CORRECT: Char

14. Stopping the flow of code to determine if a condition is true or false.
    a. CORRECT: Decision Making
    b. Input String
    c. Return Values
    d. Incrementing

15. It enforces the rule that a variable can only hold its assigned data type.
    a. Strings
    b. Data Types
    c. CORRECT: Strongly Typed
    d. Subroutines

16. Often complicated tasks that run on computers involving limitted or no user interaction such as a macro
    a. Concatenation
    b. OOP
    c. CORRECT: Automation
    d. Modularity

17. The value in parentheses after the subroutine name, which provides a subroutine with the info to do its task.
    a. Char
    b. Integer
    c. CORRECT: Parameter
    d. Iterate

18. This data type holds the 2 logical values of true/false.
    a. OOP
    b. Object
    c. Module
    d. CORRECT: Boolean

19. Traditionally a sequence of characters, either as a literal constant or as some kind of variable.
    a. Class
    b. CORRECT: Strings
    c. Switch
    d. Constants

20. The use of "if" followed by a condition resulting in either true or false
    a. IF-ELSE Statement
    b. Constants
    c. Iterate
    d. CORRECT: IF Statement

21. Adding 1 to the variable sometimes using ++
    a. CORRECT: Incrementing
    b. Input String
    c. Concatenation
    d. Integer

22. Start at the bottom with what you already know and work up to the overall problem.
    a. Output String
    b. Boolean
    c. Automation
    d. CORRECT: Bottom-up Design

23. Asking a true/false condition inside of another conditional
    a. Strings
    b. Simple Identifiers
    c. CORRECT: Nested IF/IF-ELSE
    d. Nested Loop

24. This data type responds to 4 bytes: Range;{-2147483648, 2147483647} or a number without decimals
    a. Parameter
    b. Object
    c. CORRECT: Integer
    d. Iterate

25. A list of constants in a program
    a. Input String
    b. CORRECT: Enumerators or Enum
    c. Modulo or %
    d. Computer Virus

26. P.E.M.D.A.S
    a. Relational Operators
    b. CORRECT: Order of Operations
    c. Logical Operators
    d. Boolean Operators

27. describes a method of representing an approximation of a real number in a way that can support a wide range of values with decimals
    a. Input String
    b. Loop
    c. Automation
    d. CORRECT: Float Point

28. This is used to indicate the remainder when one integer is divided by another.
    a. Modularity
    b. CORRECT: Modulo or %
    c. Loop
    d. Module

29. an identifier whose associated value cannot typically be altered
    a. Strings
    b. Boolean
    c. CORRECT: Constants
    d. Class

30. Break a large problem down into smaller and smaller pieces until you can solve one problem that can be solved directly without further decomposition
    a. Decision Making
    b. Output String
    c. GUI (Graphic User Interface)
    d. CORRECT: Structured Programming/Top-down Programming

31. The value in parentheses after the subroutine name, which provides a subroutine with the info to do its task.
    a. Relational Operators
    b. Return Values
    c. Declare Variables
    d. CORRECT: Reference Parameters

32. 'and' (&&, combines values, is true if both are true and false if either one is), 'or', (||, is true if either or both are true and false if both are) 'not'(!, will convert true to false and vice versa).
    a. Relational Operators
    b. CORRECT: Boolean Operators
    c. Logical Operators
    d. Order of Operations

33. Explains the often complicated set of instructions inside a function, procedure or method
    a. Automation
    b. Iterate
    c. CORRECT: Subroutines
    d. Strings

34. A kind of programming methodology using objects based on built classes.
    a. CORRECT: OOP
    b. Loop
    c. Char
    d. Case

35. Data types not defined by the programming language, instead created by the programmer.
    a. Infinite Loop
    b. Formatted Text
    c. Data Types
    d. CORRECT: Non-Primitive Types

36. Loop inside of a loop.
    a. CORRECT: Nested Loop
    b. Loop
    c. Infinite Loop
    d. Counted Loop

37. The blueprint of an object usually containing a name, constructor, properties and actions.
    a. Case
    b. Char
    c. CORRECT: Class
    d. Loop

38. The operation of joining two character strings or other values end-to-end
    a. CORRECT: Concatenation
    b. Constants
    c. Incrementing
    d. Automation

39. Building software solutions that break the procedural or top down mold and use code chunks that become re-usable
    a. Module
    b. Constants
    c. CORRECT: Modularity
    d. Modulo or %

40. A loop that has no logical conclusion.
    a. Integer
    b. Nested Loop
    c. CORRECT: Infinite Loop
    d. Counted Loop

41. Ways of, implicitly or explicitly, changing an entity of one data type into another.
    a. Concatenation
    b. Automation
    c. Counted Loop
    d. CORRECT: Type Conversion

42. The result of a function, procedure or method that instead of simply running, will pass off information such as a string or an integer
    a. Module
    b. Data Types
    c. Iterate
    d. CORRECT: Return Values

43. Creating a loop in a program.
    a. Parameter
    b. Case
    c. Integer
    d. CORRECT: Iterate

44. block of one or more instructions that are run again and again a given number of times
    a. Nested Loop
    b. CORRECT: Counted Loop
    c. Concatenation
    d. Infinite Loop

45. Compares 2 values with ==,!=, <, >, <=, >=
    a. CORRECT: Relational Operators
    b. Logical Operators
    c. Arithmetic Operators
    d. Boolean Operators

46. A second condition statement specifying another true or false condition
    a. CORRECT: IF-ELSE Statement
    b. Input String
    c. IF Statement
    d. Float Point

47. Changing the appearance of characters in a program
    a. CORRECT: Formatted Text
    b. Concatenation
    c. Parameter
    d. Counted Loop

48. Allowing the user to provide a value for a program.
    a. CORRECT: Input String
    b. Strings
    c. Incrementing
    d. Output String

49. Instructions sequences repeated. Another term for iterating.
    a. Char
    b. OOP
    c. Class
    d. CORRECT: Loop

50. Setting the first value of a variable so it can be used in a program.
    a. CORRECT: Initialize Variables
    b. Infinite Loop
    c. Declare Variables
    d. Iterate