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PROGCON - CHAPTER 1

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PART 1: Identify the following.

computer system
1. A combination of all the components required to process and store data using a computer.

hardware
2. The equipment or physical devices that are associated with a computer.

software
3. The computer instructions that tell the hardware what to do.

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   information
8. Describes the entry of data items into computer memory using hardware devices such as keyboards and mice.

input symbol
9. Indicates an input operation and is represented by a parallelogram in flowcharts.

ss output symbol
10. Represented by a parallelogram in flowcharts.

11. May involve organizing them, checking them for accuracy, or performing calculations with them.

processing symbol
12. Indicates a processing operation and is represented by a rectangle in flowcharts.

CPU
13. The hardware component that processes data.

output
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.

output symbol
15. Indicates an output operation and is represented by a parallelogram in flowcharts.

programming language
16. Used to write computer instructions called program code; used to write programs.

programming language
17. Also includes languages such as Visual Basic, C#, C++, Java.

syntax
18. Grammar rules of a language.

syntax error
19. Errors in language or grammar.

random access memory (RAM)
20. The temporary, internal storage within a computer.

nonvolatile memory
21. Describes storage whose contents are retained when power is lost.

COMPILER program development
COMPILER interpreter
22. Translates a high-level language into machine language and tells you if you have used a programming language incorrectly.

logical errors
23. Errors in program logic produce incorrect output

variable
24. A named memory location whose value can vary.

users
25. People who benefit from using computer programs.

documentation   26. Consists of all the supporting paperwork for a program.

algorithm   27. The sequence of steps necessary to solve any problem.

desk-checking   28. The process of walking through a program's logic on paper.

coding the program   29. The act of writing programming language instructions.

LOGICAL ERRORS   syntax errors 2   30. When instructions are performed in the wrong order, too many times, or not at all.

logical error   31. Errors in program logic produce incorrect output

test   32. Execute the program with some sample data to see whether the results are logically correct

debugging   33. What is the process of finding and correcting program errors?

conversion   34. The entire set of actions an organization must take to switch over to using a new program or set of programs

maintenance   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.
1. input HARDWARE
2. processing APPLICATION SOFTWARE
3. output SYSTEM SOFTWARE

B.
1. input
2. processing
3. output

C.
1. flowcharts
2. pseudocode
3. IPO charts
4. TOE charts

b.
1. flowlines
2. processing symbol (rectangle)
3. input symbol (parallelogram)

E.
1. understand the problem
2. plan the logic
3. write the code
4. translate the code
5. test the program
6. put program into production
7. maintain program