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In an interpreted language, when must a line of code be interpreted

1. What are the three main instruction types?
   1) input
   2) Processing
   3) Output

2. The combination of instructions and their variables is called what?
   Algorithms

3. Algorithms are expressed, or implemented, using what?
   Programming language

4. What are the three main steps of the problem-solving phase?
   1) Problem definition
   2) Algorithm design
   3) Desktop testing

Lecture 1.1
1. What do we typically say is the relationship between the functionality of C and the functionality of C++?
   C++ is subset of C, it is a object-oriented, designed as an extension to the C language.
2. In C++, what symbols are typically used to indicate a line of code is a comment?
   // and /* */
3. What is the purpose of cout?
   Use of cout is to produce output to the screen
4. What is the difference between a computer program and software?
   computer program is all instructions made inside of it.
   Software is collection of program

Lecture 1.2
1. What is meant by a “bug” in a program?
   Mistake in a program

2. If a program suddenly stopped executing because typed in the wrong information, what type of error would this be?
   Run-time error

3. If a program completed executing but produced no output, despite output being expected, what type of error could this be?
   Logic error

4. What are warnings, with respect to program errors
suggestion to program which can be optimized or suggestion for the program which can get us an error

Lecture 1.3
1. What is an example of secondary memory?
USB Drive, CD/DVD

2. Where does data, such as user input, typically reside until needed by the CPU for processing?
Primary storage

3. What is used to uniquely identify a location in memory?
number

4. What is the main difference between random access memory and sequential access memory?
Random access will directly go to the location of the memory and sequential will have to go through all the memory or the item sequentially to get the certain value

Lecture 1.4
1. What are some of the main pros and cons of C++?
Pros of C++ are that it is a highly efficient language, has excellent performance, and boasts great memory management.
Cons of C++ are that it can be difficult for beginners to learn and understand, and certain features like garbage collection are unavailable.

2. What does it mean for a language to be low level?
Simple in the command, low levels are easy the translate

3. In a compiled language, what is source code sometimes converted into, before being turned into machine code?
Object code

4. In an interpreted language, when must a line of code be interpreted
Each time it is executed