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Checked by : Jane

School of Computing and Information Technologies

PROGCON - CHAPTER 2

CLASS NUMBER: 21

SECTION: AC192

NAME: Patricia D. Salangsang

DATE: 11/

PART 2: Identify whether each variable name is valid, and if not explain why.

a) Age 3pts - valid , ~~because no other than underscore is alowed when putting special characters.~~

3pts.
b) age_* - invalid , because 2pts. no ~~other~~ spaces or special charaters alowed other than underscore and dollar sign

c) +age - invalid , because according to the rules all variable names must begin with a letter of the alphabet or underscore

3pts
d) age_ - valid

3pts
e) _age - valid

3p
f) Age - valid

3pts
g) 1age - invalid , because variable name should start with letter 2pts. lower case and uppercase or underscore (_).

3pts.
h) Age 1 - invalid , because there is a 2pts. space between Age and 1, the only special character is (_) underscore.

MS. JEN

116/120

59/60 x 2 = 58 x 2

Write-x = 1

116

Corrected By: [illegible]

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PART 1: Identify the following.

data type 1. A classification that describes what values can be assigned, how the variable is stored, and what types of operations can be performed with the variable.

hierarchy chart 2. A diagram that illustrates modules' relationships to each other.

data dictionary 3. A list of every variable name used in a program, along with its type, size, and description.

functional cohesion 4. A measure of the degree to which all the module statements contribute to the *same task*.

prompt 5. A message that is displayed on a monitor to ask the user for a response and perhaps explain how that response should be formatted.

portable 6. A module that can more easily be reused in multiple programs.

floating point 7. A number with decimal places.

identifier 8. A program component's name.

constant

numeric conent 9. A specific numeric value.

declaration 10. A statement that provides a data type and an identifier for a variable.

Hungarian notations 11. A variable-naming convention in which a variable's data type or other information is stored as part of its name.

Integer 12. A whole number.

binary operator 13. An operator that requires two operands—one on each side.

magic number 14. An unnamed constant whose purpose is not immediately apparent.

assignment statement 15. Assigns a value from the right of an assignment operator to the variable or constant on the left of the assignment operator.

values

alphanumeric [illegible] 16. Can contain alphabetic characters, numbers, and punctuation.

keywords 17. Constitute the limited word set that is reserved in a language.

module body 18. Contains all the statements in the module.

annotation symbol 19. Contains information that expands on what appears in another flowchart symbol; it is most often represented by a three-sided box that is connected to the step it references by a dashed line.

self documentary 20. Contains meaningful data and module names that describe the program's purpose.

Right Associativity and ~~left to right~~ associativity right to left	21. Describe operators that evaluate the expression to the right first.
numeric	22. Describes data that consists of numbers.
left to right ~~associa~~ associativity	23. Describes operators that evaluate the expression to the left first.
Overhead	24. Describes the extra resources a task requires.
Order of operations	25. Describes the rules of precedence.
In Scope	26. Describes the state of data that is visible.
Garbage	27. Describes the unknown value stored in an unassigned variable.
local	28. Describes variables that are declared within the module that uses them.
Global	29. Describes variables that are known to an entire program.
rules of ~~pretcence~~ precedence	30. Dictate the order in which operations in the same statement are carried out.
external documentation	31. Documentation that is outside a coded program.
internal documentation	32. Documentation within a coded program.
real numbers	33. Floating-point numbers.
end of job tasks	34. Hold the steps you take at the end of the program to finish the application.
housekeeping tasks	35. Include steps you must perform at the beginning of a program to get ready for the rest of the program.
detail loop tasks	36. Include the steps that are repeated for each set of input data.
module header	37. Includes the module identifier and possibly other necessary identifying information.
lower-camel casing	38. Is another name for the camel casing naming convention.
kebab case	39. Is sometimes used as the name for the style that uses dashes to separate parts of a name.
module's return statement	40. Marks the end of the module and identifies the point at which control returns to the program or module that called the module.
variable numeric value	41. One that can hold digits, have mathematical operations performed on it, and usually can hold a decimal point and a sign indicating positive or negative.
main program	42. Runs from start to stop and calls other modules.
named constant	43. Similar to a variable, except that its value cannot change after the first assignment.
module	44. Small program units that you can use together to make a program; programmers also refer to modules as subroutines, procedures, functions, or methods.
initializing the variable	45. The act of assigning its first value, often at the same time the variable is created.
encapsulation	46. The act of containing a task's instructions in a module.
functional decomposition	47. The act of reducing a large program into more manageable modules.
echoing input	48. The act of repeating input back to a user either in a subsequent prompt or in output.
assignment operator	49. The equal sign; it is used to assign a value to the variable or constant on its left.
reusability	50. The feature of modular programs that allows individual modules to be used in a variety of applications.

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reliability 51. The feature of modular programs that assures you a module has been tested and proven to function correctly.

camel casing 52. The format for naming variables in which the initial letter is lowercase, multiple-word variable names are run together, and each new word within the variable name begins with an uppercase letter.

pascal casing 53. The format for naming variables in which the initial letter is uppercase, multiple-word variable names are run together, and each new word within the variable name begins with an uppercase letter.

mainline logic 54. The logic that appears in a program's main module; it calls other modules.

L value 55. The memory address identifier to the left of an assignment operator.

Modularization 56. The process of breaking down a program into modules.

Abstraction 57. The process of paying attention to important properties while ignoring nonessential details.

Call a module 58. To use the module's name to invoke it, causing it to execute.

Programlevel 59. Where global variables are declared.

Program comment 60. Written explanations that are not part of the program logic but that serve as documentation for those reading the program.

Choose from the following

1. Abstraction
2. Alphanumeric values
3. Annotation symbol
4. Assignment operator
5. Assignment statement
6. Binary operator
7. Call a module
8. Camel casing
9. Data dictionary
10. Data type
11. Declaration
12. Detail loop tasks
13. Echoing input
14. Encapsulation
15. End-of-job tasks
16. External documentation
17. Floating-point
18. Functional cohesion
19. Functional decomposition
20. Garbage
21. Global
22. Hierarchy chart
23. Housekeeping tasks
24. Hungarian notation
25. Identifier
26. In scope
27. Initializing the variable
28. Integer
29. Internal documentation
30. Kebob case
31. Keywords
32. Left-to-right associativity
33. Local
34. Lower camel casing
35. Lvalue
36. Magic number
37. Main program
38. Mainline logic
39. Modularization
40. Module body
41. Module header
42. Module return statement
43. Modules
44. Named constant
45. Numeric
46. Numeric constant (literal numeric constant)
47. Numeric variable
48. Order of operations
49. Overhead
50. Pascal casing
51. Portable
52. Program comments
53. Program level
54. Prompt
55. Real numbers
56. Reliability
57. Reusability
58. Right-associativity and right-to-left associativity
59. Rules of precedence
60. Self-documenting