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School of Computing and Information Technologies

PROGCON - CHAPTER 1

CLASS NUMBER: # 21 SECTION: AC19

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PART 1: Identify the following.

ComputerSystem 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

SyntaxErrors 6. Errors in language or grammar.

System Software 7. Software such as operating systems like Windows, Linux, or UNIX

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

Input/output Symbol 9. Indicates an input operation and is represented by a parallelogram in flowcharts.

Input/Output Symbol 10. Represented by a parallelogram in flowcharts.

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

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

CPU 13. The hardware component that processes data. ~~Processing Symbol~~ 18

Output CPU 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 20. The temporary, internal storage within a computer. Computer Memory

Non- Volatile Memory 21. Describes storage whose contents are retained when power is lost.

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.

26. Consists of all the supporting paperwork for a program. documentation
27. The sequence of steps necessary to solve any problem. algorithm
28. The process of walking through a program's logic on paper. desk-checking
29. The act of writing programming language instructions. coding the program
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 logical errors
32. Execute the program with some sample data to see whether the results are logically correct test
33. What is the process of finding and correcting program errors? debugging
34. The entire set of actions an organization must take to switch over to using a new program or set of programs conversion
35. Consists of all the improvements and corrections made to a program after it is in production. maintenance

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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. hardware
software Application software
programs System software

B. Input
Processing
output

C. affinity flowcharts
tree pseudo codes
interrelationship diagram IPO charts
matrix HIPO charts

D. Input/output - parallelogram
output
Process - rectangle
terminator - circular

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E.
1. Analysis program understand the problem
2. Design program Plan the logic
3. Code program write the code / code the program
4. Debug program translate the code
5. Formulate solution Test program
6. Documentation Put the program into production
7. Maintain program