Copro

1. It is a process of planning and creating a program

A. Computer program

**B. PROGRAMMING**

C. Assembler

D. Low-level Languages

2. It is a sequence of statements intended to accomplish a certain task.

A. Machine Language

B. Programming

C. Assembly Language

**D. COMPUTER PROGRAM**

3. It is a problem solving technique used in solving programming problems.

**A. ALGORITHM**

B. Coding

C. Execution

D. Problem Analysis

4. These are the programming languages that use natural language such as english language.

**A. HIGH-LEVEL LANGUAGE**

B. Commands

C. Compiler

D. Interpreter

5. This is a method of describing computer algorithms using combination of natural language and programming language.

**A. PSEUDOCODE**

B. Flowchart

C. Object-Oriented Programming

D. Procedural Programming

Data Stucture

1. It represents a hierarchical nature of a structure in a graphical form

**A. LINKED LIST**

B. Stack

C. Heap

D. Priority queue

2. A collection of elments where each element is unique.

A. Map

**B. SET**

C. Stack

D. Queue

3. This is a special format for storing and organizing data.

A. Algorithm

B. Graph

C. Linear

**D. DATA STRUCTURES**

4. Repeating an actions multiple times

**A. INTERATION**

B. Recursion

C. Stack

D. Queue

5. A complete binary tree where the value of each of each parent nide is either higher or lower than the value of its child nodes

A. Set

B. Map

**C. HEAP**

D. Tree

HCI

1. Commonly known as “user-centered design.

A. Remind users

**B. KNOW THE USER**

C. Understand the task

D. Natural Interaction and Interface

2. A way to relieve long term memory load of a user is to strive for consistency.

A. Remind users

B. Know the user

C. Understand the task

**D. STRIVE FOR CONSISTENCY**

3.It is important to complete task without any errors.

**A. PREVENT ERRORS/REVERSAL ACTIONS**

B. Know the user

C. Understand the task

D. Remind users

4. It refers to an abstact model by which humas interact with the computing device to complete a given task.

A. Interface

B. Know the user

C. Understand the task

**D. INTERACTION**

5. It refers to the boundary whrein two independent systems meet an act on or communicate with each other.

**A. INTERFACE**

B. Know the user

C. Understand the task

D. Interaction

OOP

1. It is a programming methodology that defines objects whose behaviors and interactions accomplish a given task.

A. Interface

B. Class

C. Package

**D. OBJECT ORIENTED PROGRAMMING**

2 It has characteristics or attributes.

A. Interface

B. Class

C. Package

**D. OBJECT**

3. It is a blueprint for defining the objects.

A. Interface

**B. CLASS**

C. Package

D. Object

4. This is a program that contains the heading for a number of public methods.

**A. INTERFACE**

B. Class

C. Package

D. Object

5. This is a collection of related classes and interfaces that have been grouped together into a folder.

A. Interface

B. Class

**C. PACKAGE**

D. Object

Systemad

1. Which of these is not included in the CATEGORIES?

**A. SYSTEM ANALYSIS**

B. Sytem Software

C. Operating System

D. Utility Program

2. Which of these are contained in DESKTOP DEVELOPERS?

**A. GNOME**

B. Sytem Software

C. Operating System

D. Utility Program

3. Command used to zip or compressed a files or to extract a zip file.

**A. ZIP/UNZIP**

B. Utility Program

C. Operating System

D. Ping

4. Command to access the ping utility and to check your connection to the server.

A. Zip/Unzip

B. Tar

C. IP Config

**D. Ping**

5. Command to work with compressed files such as tarball archive.

A. Zip/Unzip

**B. TAR**

C. IP Config

D. Ping