



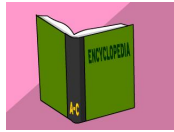
Date: 10/12/2018
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CSCI 206
Class: Section 01
Score: 10/10

1. Which of these is most similar to a computer program?

A.



B.



✓C.



D.



2. A programmer is to a computer as a teacher is to:

A. A desk

✓B. A student

C. A library

D. A principal

3. Imagine a car as a computer, and its engine as a program. Which of the following is an input for the engine program?

✓A. The gas pedal

B. The driver's seat

C. The steering wheel

D. The windshield wipers

4. A good algorithm must be:

✓A. Detailed

B. Replaceable

C. Simple

D. Open-ended



5. What is wrong with the following "code" for opening a bottle?

A. The function has too many steps

B. The instructions are not specific

C. The function doesn't apply to every bottle

✓D. The instructions are out of sequence

6. List the following in order from simplest to most complex: A) Function; B) Program; C) Step

A. A, B, C

B. B, A, C

✓C. C, A, B

D. C, B, A

7. How can the following instruction be made more specific? "Meet Joe at the corner of Main Street and First Avenue."

A. Describe how you first met Joe

B. List all the streets that intersect First Avenue

C. Describe the current weather conditions

✓D. Set an exact time for the meeting

8. Imagine writing a program that instructs a bird how to take off, fly, and land. What function is likely to be looped?

A. Lift off

✓B. Flap wings

C. Find landing spot

D. Land

9. If a program has gone through many iterations, what must be true?

A. The code is extremely complex

✓B. The code has changed a great deal over time

C. The code is written in more than one language

D. The code once contained many bugs

10. For a chef, what is the most important variable in preparing a meal for a dinner party?

A. The time of the party

B. The distance to the grocery store

C. The brand of your stove

✓D. The number of guests