#25

46

School of Computing and Information Technologies Checked by: Realino

PROGCON - CHAPTER 1

CLASS NUMBER: #25 SECTION: TM-191 | HRO-191

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29/55

PART 1: Identify the following.

Computer system 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

Syntax Error 6. Errors in language or grammar.

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

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

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

Input Symbol 10. Represented by a parallelogram in flowcharts.

Processing 11. May involve organizing them, checking them for accuracy, or performing calculations with them. Process Data Items

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

CPU 13. The hardware component that processes data.

Output 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.

RAM 20. The temporary, internal storage within a computer. Computer memory

Volatile memory 21. Describes storage whose contents are retained when power is lost. Nonvolatile memory

Translator program 22. Translates a high-level language into machine language and tells you if you have used a programming language incorrectly. Compiler or Interpreter

logical errors 23. Errors in program logic produce incorrect output

Variable 24. A named memory location whose value can vary.

Users or end users 25. People who benefit from using computer programs.

Documentation
Algorithm
Desk-checking
coding the program
Syntax error
logical errors
Test
Debugging
Conversion
maintenance

26. Consists of all the supporting paperwork for a program.
27. The sequence of steps necessary to solve any problem.
28. The process of walking through a program's logic on paper.
29. The act of writing programming language instructions.
30. When instructions are performed in the wrong order, too many times, or not at all. logical errors
31. Errors in program logic produce incorrect output
32. Execute the program with some sample data to see whether the results are logically correct
33. What is the process of finding and correcting program errors?
34. The entire set of actions an organization must take to switch over to using a new program or set of programs
35. Consists of all the improvements and corrections made to a program after it is in production.

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. - ~~Input~~ Hardware
- ~~Processing~~ software
- ~~Output~~ Peopleware
Humanware

b. - Input
- Processing
- Output

c. - Flowcharts
- Pseudocode
- IPO Charts (Input, output, Process)
- TDE charts
Crask, objects, event

d. Input
Output
Process

e - understand the problem
- Plan the logic
- code the program
- use software (a compiler or interpreter) to translate the program into machine langua
- Test the program
- put the program into production
- maintain the program