Quizlet

17 Matching questions

1. **typically used with Boolean (logical) values; when they are, they return a Boolean value. However, the && and || operators actually return the value of one of the specified operands, so if these operators are used with non-Boolean values, they may return a non-Boolean value.**

   (h) CORRECT: Logical Operators

2. **Infinite Loop**

   (f) CORRECT: A loop that has no logical conclusion.

3. **Order of Operations**

   (k) CORRECT: P.E.M.D.A.S

4. **Break a large problem down into smaller and smaller pieces until you can solve one problem that can be solved directly without further decomposition**

   (e) CORRECT: Structured Programming/Top-down Programming

5. **Simple Identifiers**

   (p) CORRECT: Simpler names with just 1 word.

6. **Return Values**

a   Loop inside of a loop.

b

Instructions sequences repeated. Another term for iterating.

c

Allows user control with a mouse and icons on a display.

d   Arithmetic Operators

e

Structured Programming/Top-down Programming

f   A loop that has no logical conclusion.

g

A kind of module holding data and subroutines resulting from classes.

h   Logical Operators

i   IF Statement

j   Initialize Variables

k   P.E.M.D.A.S

l   Indicated by the end of a data entry

m   Compares 2 values with ==,!=, <, >, <=, >=

n   Modulo or %

o

The result of a function, procedure or method that instead of simply running, will pass off information such as a string or an integer

p   Simpler names with just 1 word.

o CORRECT: The result of a function, procedure or method that instead of simply running, will pass off information such as a string or an integer

q

Part of a bigger system it's plugged into" that interacts with the rest simply, yet properly.

7. Loop

b CORRECT: Instructions sequences repeated. Another term for iterating.

8. Module

q CORRECT: Part of a bigger system it's plugged into" that interacts with the rest simply, yet properly.

9. This is used to indicate the remainder when one integer is divided by another.

n CORRECT: Modulo or %

10. GUI (Graphic User Interface)

c CORRECT: Allows user control with a mouse and icons on a display.

11. Nested Loop

a CORRECT: Loop inside of a loop.

12. Object

g CORRECT: A kind of module holding data and subroutines resulting from classes.

13.   **The use of "if" followed by a condition resulting in either true or false**

   (i)   CORRECT: IF Statement

14.   **Relational Operators**

   (m)   CORRECT: Compares 2 values with ==,!=, <, >, <=, >=

15.   **Use of +, -, *, / and % to combine simple expressions.**

   (d)   CORRECT: Arithmetic Operators

16.   **Setting the first value of a variable so it can be used in a program.**

   (j)   CORRECT: Initialize Variables

17.   **Flagged or Sentinal Loop**

   (l)   CORRECT: Indicated by the end of a data entry

17 Multiple choice questions

1.   Automation

   a.   A second condition statement specifying another true or false condition

   b.   A processed value returned to the user.

   c.   CORRECT: Often complicated tasks that run on computers involving limitted or no user interaction such as a macro

   d.   This data type holds a single unicode character

2. Building software solutions that break the procedural or top down mold and use code chunks that become re-usable
    a. Modulo or %
    b. CORRECT: Modularity
    c. Constants
    d. Module

3. Output String
    a. A loop that has no logical conclusion.
    b. Indicated by the end of a data entry
    c. CORRECT: A processed value returned to the user.
    d. Simpler names with just 1 word.

4. The value in parentheses after the subroutine name, which provides a subroutine with the info to do its task.
    a. Integer
    b. Data Types
    c. CORRECT: Parameter
    d. Iterate

5. Adding 1 to the variable sometimes using ++
    a. Input String
    b. CORRECT: Incrementing
    c. Parameter
    d. Integer

6. A kind of programming methodology using objects based on built classes.
    a. Char
    b. Loop
    c. CORRECT: OOP
    d. Case

7. This data type holds a single unicode character
    a. Class
    b. Case
    c. OOP
    d. CORRECT: Char

8. Ways of, implicitly or explicitly, changing an entity of one data type into another.
    a. Decision Making
    b. Automation
    c. CORRECT: Type Conversion
    d. Concatenation

9. Changing the appearance of characters in a program
    a. CORRECT: Formatted Text
    b. Counted Loop
    c. Parameter
    d. Concatenation

10. A form of decision making specifying results of int or char values
    a. Char
    b. Object
    c. CORRECT: Switch
    d. Class

11. Declare Variables
    a. CORRECT: Reserving and naming a memory location/unit so it can be used in a program.
    b. Changing the appearance of characters in a program
    c. Setting the first value of a variable so it can be used in a program.
    d. Allowing the user to provide a value for a program.

12. describes a method of representing an approximation of a real number in a way that can support a wide range of values with decimals

    a. CORRECT: Float Point

    b. IF Statement

    c. Input String

    d. Loop

13. Counted Loop

    a. Allows user control with a mouse and icons on a display.

    b. one of many supported of information types reserved in memory

    c. CORRECT: block of one or more instructions that are run again and again a given number of times

    d. Instructions sequences repeated. Another term for iterating.

14. Allowing the user to provide a value for a program.

    a. CORRECT: Input String

    b. Incrementing

    c. Integer

    d. Strings

15. Reference Parameters

    a. This data type holds a single unicode character

    b. CORRECT: The value in parentheses after the subroutine name, which provides a subroutine with the info to do its task.

    c. This is used to indicate the remainder when one integer is divided by another.

    d. Allowing the user to provide a value for a program.

16. Start at the bottom with what you already know and work up to the overall problem.

    a. Output String

    b. CORRECT: Bottom-up Design

    c. Automation

    d. Boolean

17.   Boolean

    a. Allowing the user to provide a value for a program.

    b. CORRECT: This data type holds the 2 logical values of true/false.

    c. A loop that has no logical conclusion.

    d. This data type holds a single unicode character

17 True/False questions

1. Creating a loop in a program. → Enumerators or Enum

    CORRECT: This is false.

    It should be **Creating a loop in a program.** → Iterate.

2. Concatenation → Often complicated tasks that run on computers involving limitted or no user interaction such as a macro

    CORRECT: This is false.

    It should be **Concatenation** → The operation of joining two character strings or other values end-to-end.

3. Constants → The blueprint of an object usually containing a name, constructor, properties and actions.

    CORRECT: This is false.

    It should be **Constants** → an identifier whose associated value cannot typically be altered.

4. IF-ELSE Statement → The use of "if" followed by a condition resulting in either true or false

    CORRECT: This is false.

    It should be **IF-ELSE Statement** → A second condition statement specifying another true or false condition.

5. Nested IF/IF-ELSE → Asking a true/false condition inside of another conditional

    CORRECT: This is true.

6.   Strings → A form of decision making specifying results of int or char values

      CORRECT: This is false.

      It should be **Strings** → Traditionally a sequence of characters, either as a literal constant or as
      some kind of variable..

7.   Data types not defined by the programming language, instead created by the programmer. →
      Non-Primitive Types

      CORRECT: This is true.

8.   Case → The blueprint of an object usually containing a name, constructor, properties and
      actions.

      INCORRECT: This is false, but you marked it true.

      It should be **Case** → This keyword is used in a switch to determing a specified value.

9.   This data type responds to 4 bytes: Range;{-2147483648, 2147483647} or a number without
      decimals → Boolean

      CORRECT: This is false.

      It should be **This data type responds to 4 bytes: Range;{-2147483648, 2147483647} or a
      number without decimals** → Integer.

10.   Computer Virus → Any number of classified malicious programs designed to limit productivity
      and even harm computer hardware

      CORRECT: This is true.

11.   It enforces the rule that a variable can only hold its assigned data type. → Initialize Variables

      CORRECT: This is false.

      It should be **It enforces the rule that a variable can only hold its assigned data type.** → Strongly
      Typed.

12.   A list of constants in a program → Iterate

        CORRECT: This is false.

        It should be **A list of constants in a program** → Enumerators or Enum.

13.   Decision Making → Allowing the user to provide a value for a program.

        CORRECT: This is false.

        It should be **Decision Making** → Stopping the flow of code to determine if a condition is true or false..

14.   Data Types → one of many supported of information types reserved in memory

        CORRECT: This is true.

15.   Explains the often complicated set of instructions inside a function, procedure or method → Formatted Text

        CORRECT: This is false.

        It should be **Explains the often complicated set of instructions inside a function, procedure or method** → Subroutines.

16.   'and' (&&, combines values, is true if both are true and false if either one is), 'or', (||, is true if either or both are true and false if both are) 'not'(!, will convert true to false and vice versa). → Boolean Operators

        CORRECT: This is true.

17.   Class → The blueprint of an object usually containing a name, constructor, properties and actions.

        CORRECT: This is true.