

[Ravi Patel]

Instructor: Dr. Thamira Hindo

[CPSC 230]

CHAPTER 1 HOMEWORK
Q3 & Q4

Q3 - (25 pts)

Choose the correct answer:

1. An algorithm is

- a. The inputs and outputs of a program
- b. The part of the computer that does the processing
- c. A finite set of steps to solve a problem**
- d. A complete computer program

Answer: **C** - An algorithm is a finite set of steps to solve a problem

2. A memory address is

- a. Where a variable is stored**
- b. Where the computer is located
- c. A step in the program.
- d. Where the CPU is stored.

Answer: **A** - A memory address is where a variable is stored

3. The physical machines that make up a computer is called the

- a. Software
- b. Network
- c. Devices
- d. CPU
- e. Hardware**

Answer: **E** - The physical machines that make up a computer are called hardware

4. Which of the following is not a phase of the program-design process?

a. Problem-solving

b. Implementation

c. Marketing the final program

Answer: **C** - Marketing the final program is not a phase of the program-design process

5. Which of the following is not part of the Software Life Cycle?

a. Analysis

b. Design

c. Data Entry

d. Implementation

e. Testing

Answer: **C** - data entry is not part of the Software Life Cycle (the last part is maintenance)

Q4- (25 pts)

True or false:

1. The compiler will catch all your programming mistakes.

Answer: **FALSE**

2. C++ is a low-level language.

Answer: **FALSE**

3. Main memory holds its data if the computer is turned off

Answer: **FALSE**

4. An algorithm is always written in C++

Answer: **FALSE**

5. There are 8 bytes in one bit.

Answer: **FALSE** - There are 8 bits in one byte, or .125 bytes in one bit