#32

School of Computing and Information Technologies

PROGCON - CHAPTER 1

CLASS NUMBER: # 32 SECTION: TM191/HRO191

NAME: VIVIENNE VERA V. VILLARUEL DATE: 11/7/19

checked by: Gio Sabado

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 errors
6. Errors in language or grammar.

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

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

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 data item
11. May involve organizing them, checking them for accuracy, or performing calculations with them.

process symbol
12. Indicates a processing operation and is represented by a rectangle in flowcharts.

CPU
13. The hardware component that processes data.

Output devices
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.

Program code
16. Used to write computer instructions called program code; used to write programs. - programming language

Programming language
17. Also includes languages such as Visual Basic, C#, C++, Java.

Syntax
18. Grammar rules of a language.

Syntax errors
19. Errors in language or grammar.

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

non-volatile memory
21. Describes storage whose contents are retained when power is lost.

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

Logical errors
23. Errors in program logic produce incorrect output

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

User
25. People who benefit from using computer programs.

Documentation 26. Consists of all the supporting paperwork for a program.

Algorithm 27. The sequence of steps necessary to solve any problem.

Desk-checking 28. The process of walking through a program's logic on paper.

Coding the program 29. The act of writing programming language instructions.

Logic errors 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

Test 32. Execute the program with some sample data to see whether the results are logically correct

Debugging 33. What is the process of finding and correcting program errors?

Conversion 34. The entire set of actions an organization must take to switch over to using a new program or set of programs

maintenance 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 Devices → Hardware
- Output Devices x System software
- secondary Storage Devices x application software

B. - CPU x Input
- RAM x output
- Persistent storage x processing

C. - Flowcharts
- Pseudocode
- IPO charts
- TOE charts

D. - terminator symbol
- input / output symbol
- process symbol

E. - understand the problem
- plan the logic
- Code the program
- Use software to translate the program into machine language
- Test the program
- Put the program into production
- Maintain the program