Chapter 1 Review Questions

1. Computers are simply _____ devices.
2. The physical parts of the computer are referred to as _____.
3. The CPU is considered the _____ of the computer.
4. The CPU performs basic _____ and controls computer _____.
5. The main memory in a computer is often referred to as _____.
6. Main memory is volatile and is erased when the computer is _____.
7. _____ Storage device memory is non-volatile and is retained when the power is turned off.
8. A computer keyboard, mouse, and camera are examples of _____ devices.
9. Computer monitors, speakers, and printers are examples of _____ devices.
10. Computers follow a 3-step process of _____, _____, and _____.
11. Sets of instructions for the computer are commonly referred to as _____.
12. _____ and _____ are the two basic types of software.
13. The language of computers is a _____ language.
14. The smallest information representation in computing is a _____ or binary digit.
15. A binary digit can have a logical state of _____ or _____.
16. A Byte is a combination of ____ bits that are either one or zero.
17. The number represented by 0110 1001 is _____.
18. The binary representation of the number 255 is _____.
19. The names of the two low-level languages are _____ and _____.
20. A Machine cycle consists of _____, _____, _____, and _____.
21. A 2 GHz (gigahertz) processor can execute _____ instructions per second.
22. High-level languages make programming a computer _____ and more _____.
23. Python is a _____ -level language.
24. A (n) _____ translates a high-level language into a separate machine language program.
25. A (n) _____ reads, translates, and executes a program one line at a time.
26. The characteristics and rules that must be followed when writing programs in a high-level language are _____ and _____.

27. Words that are reserved in a programming language are called _____.
28. The rules for combining symbols, operators, and punctuation in a programming language are referred to as the languages _____.
29. Plan, design, develop, test, and evaluate are the five steps in the _____ development process.
30. A shorthand version of the steps to complete a task in a computer program is called _____.
31. A set of logical steps taken to complete a task is called an _____.
32. The act of discerning in detail from the requirements what the program is to accomplish is called _____ _____.
33. The four steps in the Software Development Life-cycle are _____, _____, _____, and _____.
34. The two types of programming errors are _____ and _____ errors.

Chapter 1 Exercises

1. Explain the differences between main memory and secondary storage.
2. List at least three (3) input devices.
3. List at least three (3) output devices.
4. List the two (2) types of software.
5. Write the word Python in binary.
6. Write the binary representation for the number 176.
7. List the two low level languages.
8. List the four steps in a machine cycle.
9. List the four steps in the Software Development Life Cycle
10. Write the pseudocode for the steps required to determine the total price for some number of items priced at $9.00 each with a 7% sales tax.
11. Draw a flow chart of the steps in exercise 2 above.
12. What is the purpose of a source code repository?
13. List the five phases of the Agile Development cycle.
14. Explain the difference between logic and syntax errors.