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CIT215 - INTRODUCTION TO PROGRAMMING LANGUAGES

A computer is not a useful device as an entity without a programming force driving its operations.
True

A computer is not a useful device as an entity without a ____ force driving its operations.
Programming

A computer is not a useful device as an entity without a programming _____ driving its operations.
Force

A computer is not a useful device as an entity without a programming force driving its _____.
Operations

A complete a computer system is made up of the following:

- Hardware
- Operating System Software
- Application Software

A _____ is simply a device manipulated by a person.
Computer

A Computer is simply a _____manipulated by a person.
Device

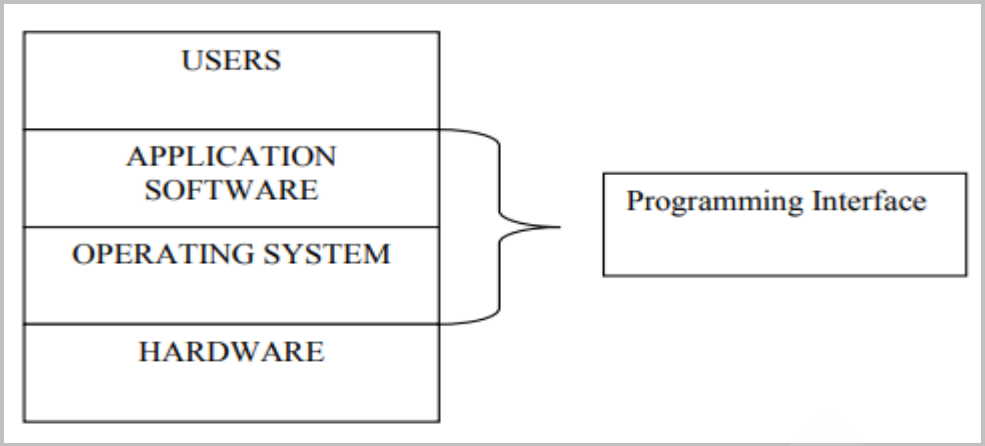
A Computer is simply a device _____ by a person.
Manipulated

A complete functional Computer system consists of the _____ and software
Hardware

A complete functional Computer system consists of the hardware and _____

Software

In fact, a better way of illustrating the above is as follows:



A _____ is a series of step-by-step instructions that provides a solution to a particular problem and directs the computer on what to do exactly.
Program

A program is a series of step-by-step _____ that provides a solution to a particular problem and directs the computer on what to do exactly.
Instructions

A program is a series of step-by-step instructions that provides a _____ to a particular problem and directs the computer on what to do exactly.
Solution

A program is a series of step-by-step instructions that provides a solution to a particular problem and _____ the computer on what to do exactly.
Directs

A program is a series of step-by-step instructions that provides a solution to a particular problem and directs the _____ on what to do exactly.
Computer

A _____ is a set of instructions
Program

A program is a _____ of instructions
Set

A program is a set of _____
Instructions

There are generally _____major types of programming
Two

There are generally two major types of programming: _____and Application Programming
System Programming

There are generally two major types of programming: System Programming and _____
Application Programming

There are generally two major types of programming: _____ and_____
System Programming, Application Programming

There were time delays and errors by the human operators which constituted most of the problems that led to the development of a Super-Controller program called_____
Operating System (OS)

An _____ is a collection of system programs that jointly controls the operations of a computer system and its resources.
Operating System

There are _____ types of programs that make up the Operating System
Two

The programs that make up the Operating System are _____ and Processing Programs
Control Programs

The programs that make up the Operating System are Control Programs and _____
Processing Programs

The OS _____ generally oversee the system operations skid carry out tasks such as Input/Output (I/O), scheduling, communicating with the Computer user or programmer and handling interrupts.
Control programs

The OS _____ are those that facilitate efficient processing operations by simplifying program preparation and execution for you as a user.
Processing programs

_____ is just a signal sent to the CPU indicating that an event 'hat occurred.
An interrupt

The major processing programs existing in the OS include the following:
- Language Translators
- Linkage Editor
- Library Programs
- Utility Programs

The aims guiding the design of a good computer program include
- Reliability
- Maintainability
- Portability
- Readability
- Performance
- Memory Saving

A program should be easy for other programmers to read and understand.
True

A readable _____ is easier to maintain.
Program

A readable program is easier to _____
Maintain

A readable program is easier to maintain.
True

A program that doesn't carry out the expected tasks quickly and efficiently has lost the _____ aim.
Performance

A program that doesn't carry out the expected tasks quickly and efficiently has lost the performance aim.
True

A major aim in program design is that_____
The program should execute quickly and efficiently too

The _____ is expected to analyse the problem thoroughly in order to understand what is required of its solution.
Programmer

Generally, if you describe a problem carefully at the beginning of the programming process, your program will be better and might cost less to develop.
True

One way of defining a problem is to do that in terms of the following:

- Input
- Output
- Processing

In defining a problem, _____ represents the information requirements of users of the program.
Output

_____ is the reason most of the times the programmer can simply use a report generated by a program to design the corresponding input form or interface.
Output

The process of dividing a program into parts or modules for easy development and maintenance is called_____
Modular Programming

There are _____ major aspects to develop a program logical flow
Two

The major aspects to develop a program logical flow are General Logic and _____
Detailed Logic

The major aspects to develop a program logical flow are Detailed Logic and _____
General Logic

The major aspects to develop a program logical flow are _____ and _____

General Logic and Detailed Logic

The _____flow design can be done by using a "Structure Chart" which shows the major elements of the program and their relationships to each other.
general logic

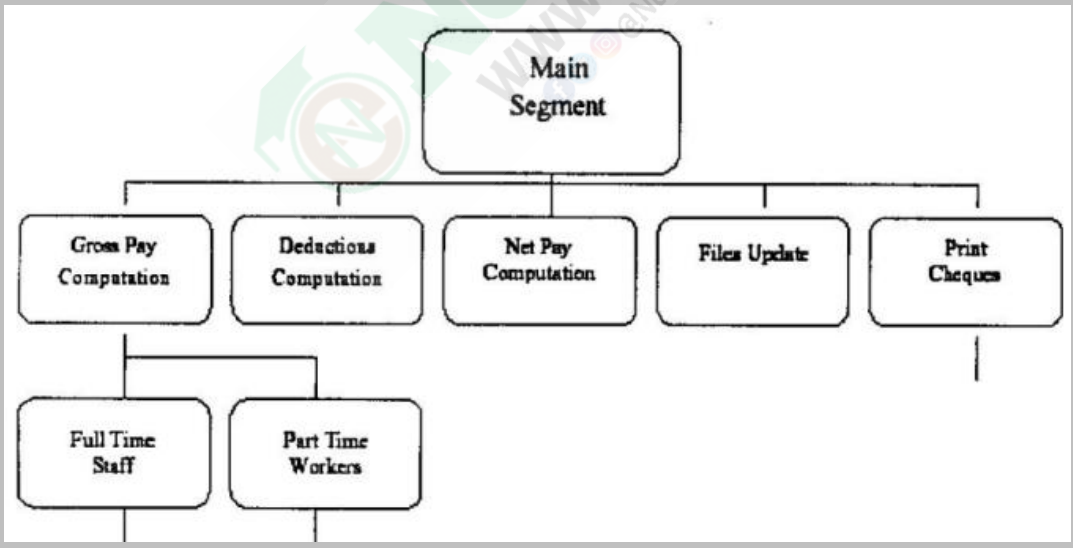
The "general logic" flow design can be done by using a _____which shows the major elements of the program and their relationships to each other.
Structure Chart

The "general logic" flow design can be done by using a _____
Structure Chart

The "general logic" flow design can be done by using a _____ chart
Structure

The _____ flow design can be done by using a structure chart
General logic

This is simply the step-by-step operation of each block in your structure chart. Below for example is a structure chart for a simple Payroll program:



HLL means_____
High Level Languages

Basic, Pascal or C++ are examples of_____

High Level Languages

Program Testing involves the following processes

- ❖ Debugging
- ❖ Compiling
- ❖ Testing (in stages)

Errors in programs are called_____
Bugs

The process of removing errors in programs is called_____
Debugging

Compiling is one of the methods of translating a program.
True

There are various stages of testing which include

- ❖ Unit Testing
- ❖ Integration Testing
- ❖ System Testing
- ❖ User Testing

_____ involves testing the separate components or modules as they are being developed.
Unit Testing

Testing the separate components or modules as they are being developed is known as_____
Unit Testing

_____ involves testing the program as separate modules are put together.
Integration Testing

_____ occurs when the whole program is being tested in its final form to be ready for use.
System Testing

_____ is when the user of the program tests the final program to see whether it meets his or her needs.
User's testing

There is no good programming without_____.
Documentation

There is no good programming without documentation.
True

_____ is the documentation of all the work involved in the program development.
Program Documentation

To speed up processing, the computer memory became useful to store instructions as well as data. This development introduced what was known as _____ concept.
Stored-Program

The need to represent instructions in one form of code or the other gave birth to the notion of Programming Language and the first form of these codes became what is called the _____
Machine Language (ML)

The two categories of Machine Language are _____and High-Level Language
Low-Level Language

The two categories of Machine Language are Low-Level Language and _____
High-Level Language

The two categories of Machine Language are _____
Low-Level Language and High-Level Language

_____ is generally called the lowest- level language and it was the first language available to computer programmers.
Machine Language

The following are the advantages of Machine Language

- Fast execution speed
- Storage Saving
- Programmer's full control of the Computer and its capabilities

The following are the disadvantages of Machine Language

- Difficult to learn
- Highly prone to errors

- Totally machine-dependent

The lowest-level language is called_____
Machine Language

The next in the hierarchy of languages that is closer to the Machine Language is the _____
Assembly Language

_____ was developed in the early 1950s to alleviate some of the difficulties associated with the Machine Language.
Assembly Language

Assembly Language was developed in the early _____
1950s

Symbolic names or _____ were used to replace the binary code of the Machine Language.
Mnemonics

A mnemonic means a_____.
Memory aid

The following are the advantages of the Assembly Language

- It is efficient in processing time and in the use of memory space
- It encourages Modular Programming, where programs are broken into modules
- It provides an error listing which is useful in debugging.
- It is fast

The following are the disadvantages of the Assembly Language

- It is cumbersome in usage
- Assembly Language has one-to-one-relationship with machine language
- Assembly Language is machine-dependent like the Machine Language

A _____ language is one that can be used to solve a variety of problem types.
general-purpose

A _____ language is one that can be used for specific types of problems, such as a language called WPL (Word Processing Language) developed by Apple for word processing.
special-purpose

A language called WPL (Word Processing Language) was developed by _____for word processing.
Apple

Translators take the forms of the following:

- ❖ Interpreter
- ❖ Compiler
- ❖ Assembler

An _____ converts the "source program" into machine language
Interpreter

A _____ translates an entire program into machine language before the execution of the program.
Compiler

A _____translates the SOURCE program into another program called the OBJECT program which is the machine language version of the source code.
Compiler

A Compiler translates the _____ program into another program called the OBJECT program which is the machine language version of the source code.
SOURCE

A Compiler translates the SOURCE program into another program called the _____ program which is the machine language version of the source code.
OBJECT

Generally, a compiled program runs faster than an interpreted program.
True

The basic characteristic layers of a simple 4GL include

- Database
- Data Communication

- Data Processing
- End User Facilities (EUF)

_____ is generally referred to as the first high- level language.
Fortran

The name " FORTRAN" is the short for _____
FORmula TRANslator

_____ is a scientific-oriented and problem-oriented language.
Fortran

Fortran is a scientific-oriented and problem-oriented language.
True

Fortran was developed by an IBM (International Business Machines) group led by John Backus in _____
1957

IBM is the acronym for_____
International Business Machines

The following are different versions of FORTRAN
- Fortran II in 1959
- Fortran IV in 1966
- Fortran 77 in 1977
- Fortran 90/95

BASIC is the acronym for_____
Beginner's All-purpose Symbolic Instruction Code

The most popular programming language is _____
BASIC

_____ is an Education-oriented language developed in 1965 for use by Colleges and Universities for instructional purposes.
BASIC

BASIC was developed in the year_____
1965

Pascal language was designed in _____

1971

PASCAL programming language was developed by_____
Blaise Pascal

_____ is a French Mathematician and Philosopher and the inventor of the first mechanical adding machine.
Blaise Pascal

C language was developed in conjunction with the _____ operating system
UNIX

The latest versions of the original C language are _____
C++ and Visual C++

COBOL stands for _____
Common Business Oriented Language

Common Business Oriented Language (COBOL) was developed in _____
1960

PL/1 - Programming Language 1 was developed in_____
1964

LOGO was developed in_____
1966

Report Program Generator was developed in the _____
1970's

LIST Processor was developed in_____
1960

HTML means_____
Hypertext Markup Language

SQL means_____
Structured Query Language

A program belongs to a larger class of problem-solving techniques known as _____

ALGORITHMS

An algorithm has to be expressed in a high- level language to qualify as a program.

True

Complex problems that cannot be solved directly are usually simplified into sub-problems and sub-goals until you obtain a sub-problem state that you can solve directly. Such a problem solving method is called _____

Stepwise Refinement

The assertions are classified as follows in association with algorithm development

- Initial Assertion
- Final Assertion
- Invariant Assertion
- Pre-condition
- Post-condition

_____ is the declaration or statement that precedes the first step of an algorithm and it simply describes the initial problem state before the execution of the associated algorithm.

Initial Assertion

_____ is the assertion following the last step of an algorithm which describes that goal state of the associated problem

Final Assertion

_____ is an assertion that is true under the execution of a step in an algorithm irrespective of the number of times the step is repeated (both before and after the execution of the step).

Invariant Assertion

A _____ is the assertion preceding a step of an algorithm.

Precondition

A _____ is the assertion following an algorithm step

Post condition

An _____ is a prescribed set of well-defined rules or instructions for the solution of a problem in a finite number of steps.
Algorithm

An algorithm is expected to satisfy the following criteria

- Input Criterion
- Output Criterion
- Precision Criterion
- Finiteness Criterion
- Efficiency or Effectiveness Criterion

The difficulty of solving computational problems measured in terms of some resources employed during the computational process is called_____
Algorithm complexity

Below are the common forms of representing algorithms:

- Pseudocode
- Flowcharts
- Formulae

A _____ is a logical representation of an algorithm using third generation language (3 GL) style such as DO, WHILE, IF-THENELSE
Pseudocode

The general form for Pascal language Pseudocode
ALGORITHM name
DECLARE definitions and declarations
EXECUTE statements to be executed
END name

A Pascal Pseudocode is made up of _____blocks
Four

The following are the blocks in which Pascal Pseudocode is made up

- Algorithm Name
- Declarations
- Executable Statements
- End of algorithm

ANSI means_____

American National Standards Institute

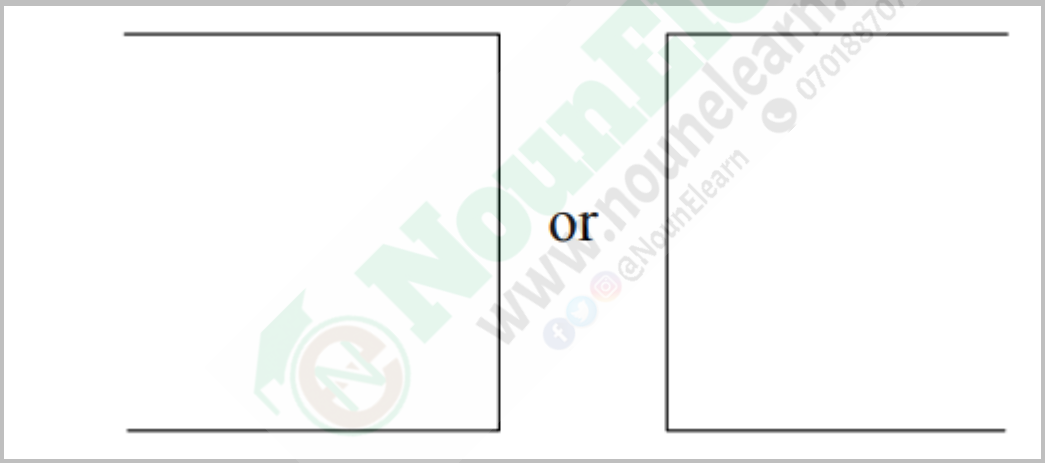
The types of flowcharts employed in programming include

- Data Flow Diagrams (DFD)
- System Flowcharts
- Forms Flowcharts
- Program Flowcharts
- Hierarchy or Structure Charts
- Hierarchy plus Input-Processing-Output (HIPO) Charts

The commonly used Data Flow Diagrams are

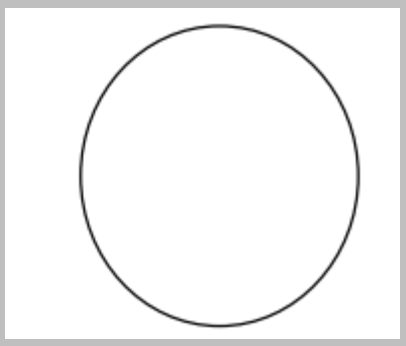
- Open-ended rectangle or Sinks
- Circles or Bubbles
- Arrows

The Sinks are as shown below



They signify files or other sources of information.

The Bubbles are as stated above circles:



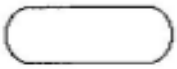
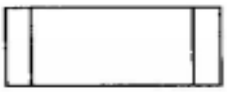
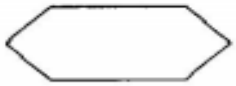
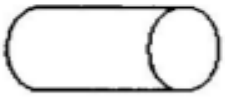
A _____ is an operation or a procedure that transforms data.
Bubble

_____ states that "Every bubble falls between at least two data flow arrows".
SANDWICH PRINCIPLE

System flowcharts are referred to as _____
Device-Specific

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Table 1 ANSI Flowchart Symbols

SYMBOLS	DESIGNATION OR NAME	MEANING
	Oval	Terminals
	Rectangle	Process
	Diamond	Decision
	Parallelogram	Input/Out
	Rectangle with Double Vertical Bars	Predefined Process or Modules
	Curve-sided Quad	Document or Prin. d Output
	Multiple Curve-sided Quads	Multi-document
	Hexagon	Preparation or Initialization
	Trapezium	Manual Input
	Arrows or Flowlines	Flow Directions
		Tape
	Horizontal Cylinder	Direct Access Storage
	Open Rectangle	Comments

_____ are simply employed to supply this information of how documents and forms flow among the organizational units.

Flowcharts

When all the agents are human, you call the system a _____
MANUAL SYSTEM

When computers are employed to perform some procedures, the system is called a_____.
COMPUTERISED SYSTEM

_____ diagrams are the charts employed to depict the step-by-step procedures to be used by a computer system to process data.
Logic or Block

_____ generally make use of symbols that are assigned specific meanings.
Flowcharts

Flowcharts generally make use of symbols that are assigned _____ meanings.
Specific

ISO is an acronym for_____
International Standards Organisation

There are _____ types of Program flowcharts
Two

Program flowcharts can be divided into two: Macro Flowchart and_____
Micro Flowchart

A _____ is the flowchart that outlines the general flow and major segments of a program.
macro flowchart

A macro flowchart is also called the _____
Modular program flowchart

Macro flowcharts are those called_____
Block Diagrams

A _____ flowchart shows the logic of the program in full detail

Micro

A micro flowchart is also called a _____
Detail Flowchart

_____ are diagrams that depict the procedures of an operation in a hierarchical form.
Structure charts

The structured programming design is a programming tool developed in the _____
1960s

_____ gives room for well-thought-out program logic and provides an attempt to keep programs as simple and straight forward as possible.
Structured programming

Basically, structured programming employs _____ and Top-Down Principle
Modular Approach

Basically, structured programming employs Modular Approach and _____
Top-Down Principle

The fundamental objectives of structured programming are as follows

- To increase programmer productivity
- To increase program clarity by reducing complexity
- To reduce program testing time
- To reduce program maintenance time and effort

_____ statement causes an unconditional branch from one part of the program to another and an excessive use of such statements leads to continuous changes in the program execution flow.
GO TO

The three basic logical patterns that characterize structured programming include

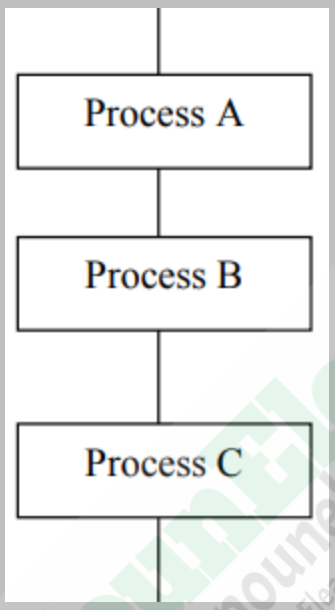
- Sequence Structure
- Selection Structure
- Iterative Structure

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In which basic logical patterns are the steps executed one after another as serial operations.
Sequential structure

Sequential structure is also called_____
Sequential logic

This can be illustrated by the following flowchart:



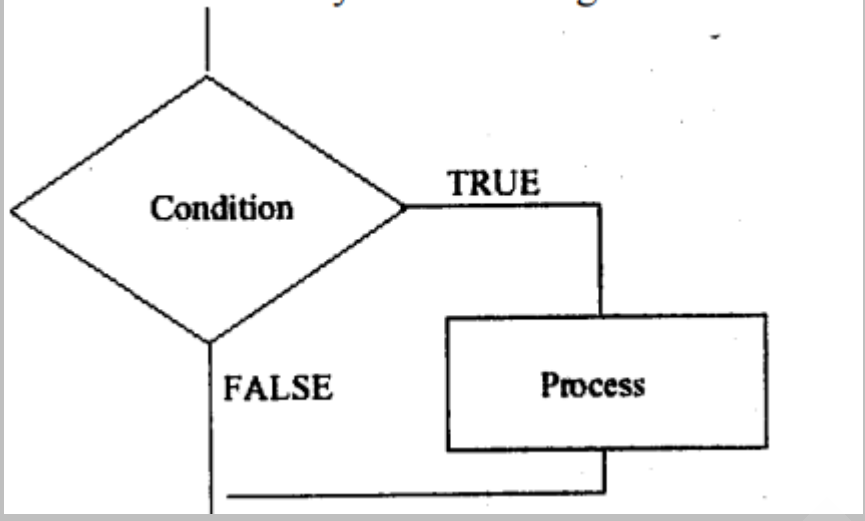
The _____ uses conditions and based by the computer after comparison alternatives is selected.
Selection structure

The selection structure is also called_____
Alternation structure or Conditional structure

The selection structures can be categorized as follows

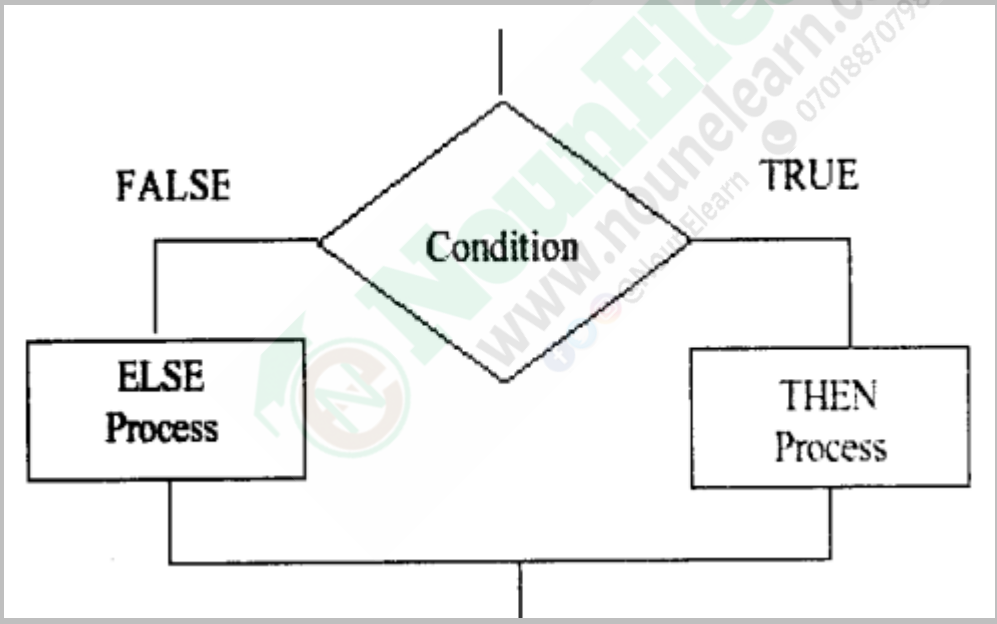
- Single Alternation
- Double Alternation
- Multiple Alternation
- Single Alternation

This is described by the following flowchart:



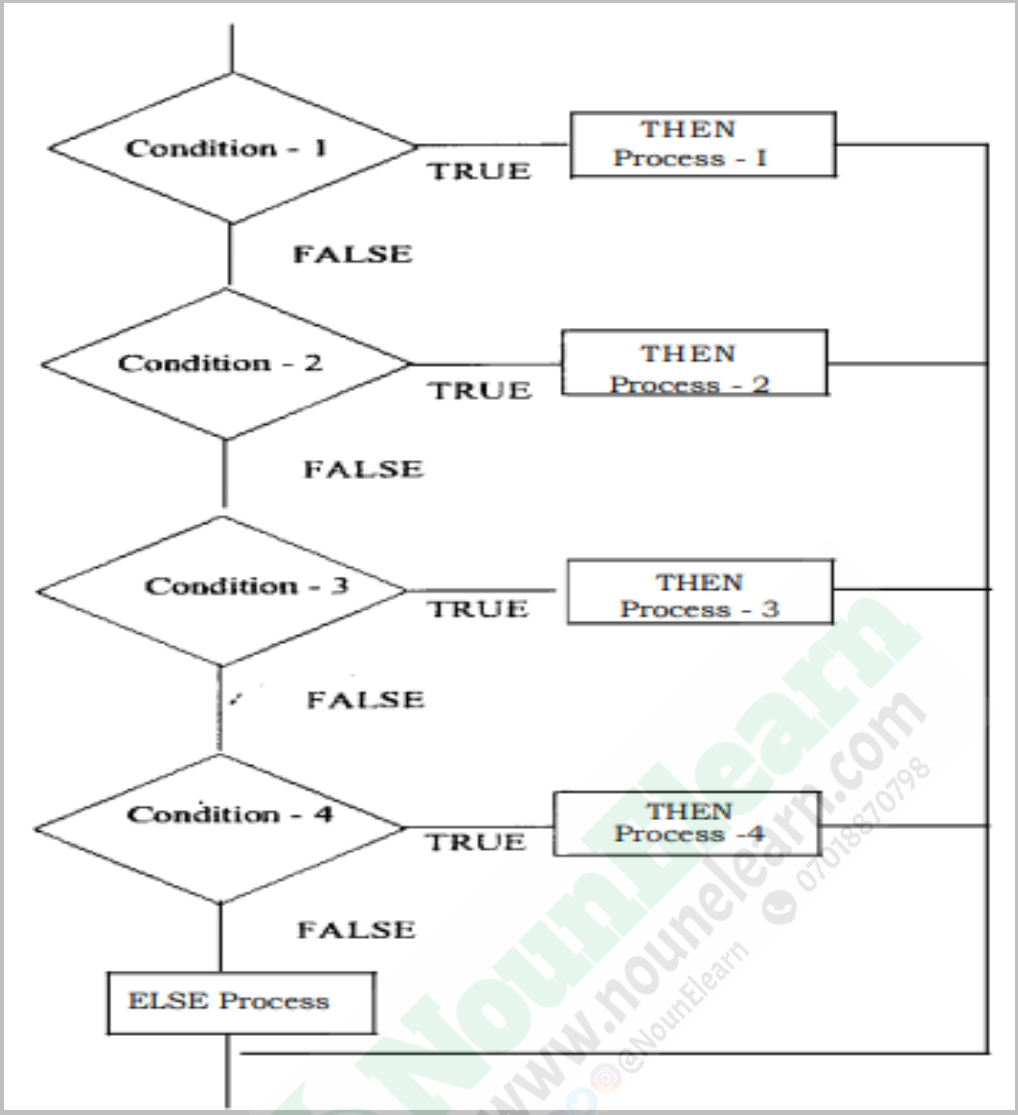
Double Alternation

The structure is illustrated below:



Multiple Alternation

The structure is seen in the following flowchart using three conditions:



BASIC stands for _____
Beginner's All-purpose Symbolic Instruction Code

_____ was developed in the early 1960s by John Kemeny and Thomas Kurtz
BASIC

BASIC was developed in the early _____ by John Kemeny and Thomas Kurtz
1960s

BASIC was developed in the early 1960s by _____and Thomas Kurtz
John Kemeny

BASIC was developed in the early 1960s by John Kemeny and _____
Thomas Kurtz

BASIC was developed in the early 1960s by _____
John Kemeny and Thomas Kurtz

Examples of BASIC are the following

i. BASICA - Advanced BASIC
GW BASIC - Eagle BASIC QBASIC - Quick BASIC
iv. Turbo BASIC
v. Visual BASIC
vi. BASIC 4GL
vii. KBASIC
viii. FreeBASIC
ix. SpeedBASIC
x. ExtremeBASIC
xi. MediaBAS1C
xii. YaBAS1C
xiii. xBASIC
xiv. Liberty BASIC
xv. Just BASIC
xvi. wxBASIC
xvii. smallBASIC
xviii. Gambas

_____ is designed for Linux operating system
Gambas

Gambas is designed for _____ operating system
Linux

IDE means_____
Integrated Development Environment

There are _____types of variables
Two

The two types of variables are namely: _____and String Variables
Numeric Variables

The two types of variables are namely: Numeric Variables and _____
String Variables

The two types of variables are namely: _____
Numeric Variables and String Variables

Generally in BASIC, variable names must start with a letter and can be followed with numbers or other letters
True

For example, a variable name can be as long as 40 characters (as in MS QBasic). So, examples of variables names are Al, B3, AB4, JONH, REJ2, Y5, and so on.

Variables that represent numbers are called_____
Numeric variables

The collections of characters are called _____
String Variables

Examples of string variable names are therefore as follows: A$, JOHN$, B2$, REJ$, etc

The Quick BASIC program is a DOS program usually shipped with _____operating system.
MS-DOS

The _____ statement is simply a comment statement that provides information about the program or any of its segments to the programmer.
REM or REMark

The three commonly used methods of entering data into BASIC programs are

- INPUT Statement
- LET or Assignment Statement
- READ/DATA Statement

A DATA statement can have one or several data items and each of the data is known as a_____.
Data Element

BASIC maintains what is called_____.

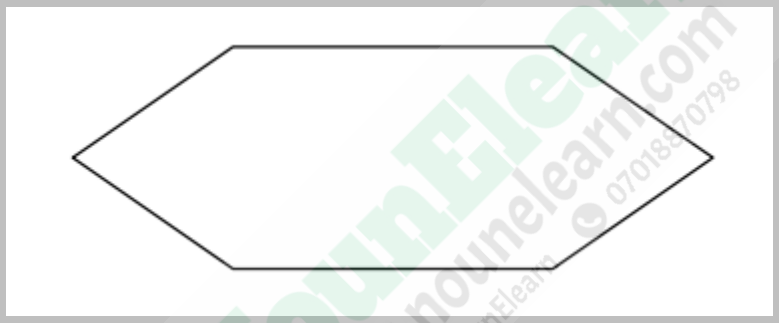
Data Pointer

The loop variable is also called the_____.
INDEX variable

Data values which are not stored in the same memory locations but have the same identifier are called _____.
Subscripted Variables

A set of variables with the same name and different subscripts is called an_____.
ARRAY

What is the flowchart symbol appropriate for the DIM statement?
The symbol is the Preparation Symbol



Examples of DIM statements are as follows:

```
10    DIM A(50), B(2)
20    DIM D$(3), PR(K)
30    DIM ITEM$ (J+K).
```

The _____ statement is specifically used to transfer control to a program SUBROUTINE
GOSUB

The GOSUB statement is specifically used to transfer control to a program _____
SUBROUTINE

FORmula TRANslator was developed by _____

John Backus

FORmula TRANslator was developed by John Backus and his team between _____
1953 and 1957

_____ is the first High-Level Language which was designed principally for scientific and engineering environments.
Fortran

The following are compilers for Fortran 77 language

- Microsoft Fortran 77
- FORTE — Fortran Environment
- Fortransoft
- ProFortran
- WATFOR 77— Interpretive Fortran Version

The FORTRAN operators are classified as follows:

- Arithmetic Operators
- Relational Operators
- Logical Operators

An _____ is a positive, negative or zero whole number without a decimal point or commas.
Integer Constant

A _____ is a positive, negative or zero number with a decimal point.
Real Constant

In Fortran, the _____of a loop initiated by a DO statement is given by a CONTINUE statement.
Terminator

In Fortran, the terminator of a loop initiated by a _____statement is given by a CONTINUE statement.
DO

In Fortran, the terminator of a loop initiated by a DO statement is given by a _____statement.
CONTINUE

The words INPUT and OUTPUT are in this context called the _____.

Program Parameters

There are _____ word symbols
Two

There two word symbols are: **CONST** and **VAR**

HTML simply stands for _____
HyperText Markup Language

The network of sub-networks of computers across the world is called_____
INTERNET

_____ pages are the standard interface to the Internet.
HTML

The inter-linked HTML pages were named the _____
World Wide Web

The special programs written to view web pages are called _____.
Web Browsers

The following are examples of Web Browsers

- Microsoft Internet Explorer
- Mozilla Firefox
- Netscape Navigator

Basically, _____ means text stored in electronic form with cross-reference links between pages.
Hypertext

Basically, Hypertext means text stored in _____ form with cross-reference links between pages.
Electronic

Basically, Hypertext means text stored in electronic form with cross-reference links between_____.
Pages

HTML or web pages today may include the following:

- Text

- Sound
- Video
- Animated Graphics
- Interactive Programs

_____ can be animated on web pages.
Graphics

The links to direct visitors to a web page are generally called_____
Hyperlinks

The best way is to use _____in other to get feedback from web pages
Forms

A _____ consists of a set of slots into which website visitors can enter some required information.
Form

ISP means_____
Internet Service Provider

_____ are used to divide websites into a set of separate areas each of which can display a different file and be changed independently.
Frames

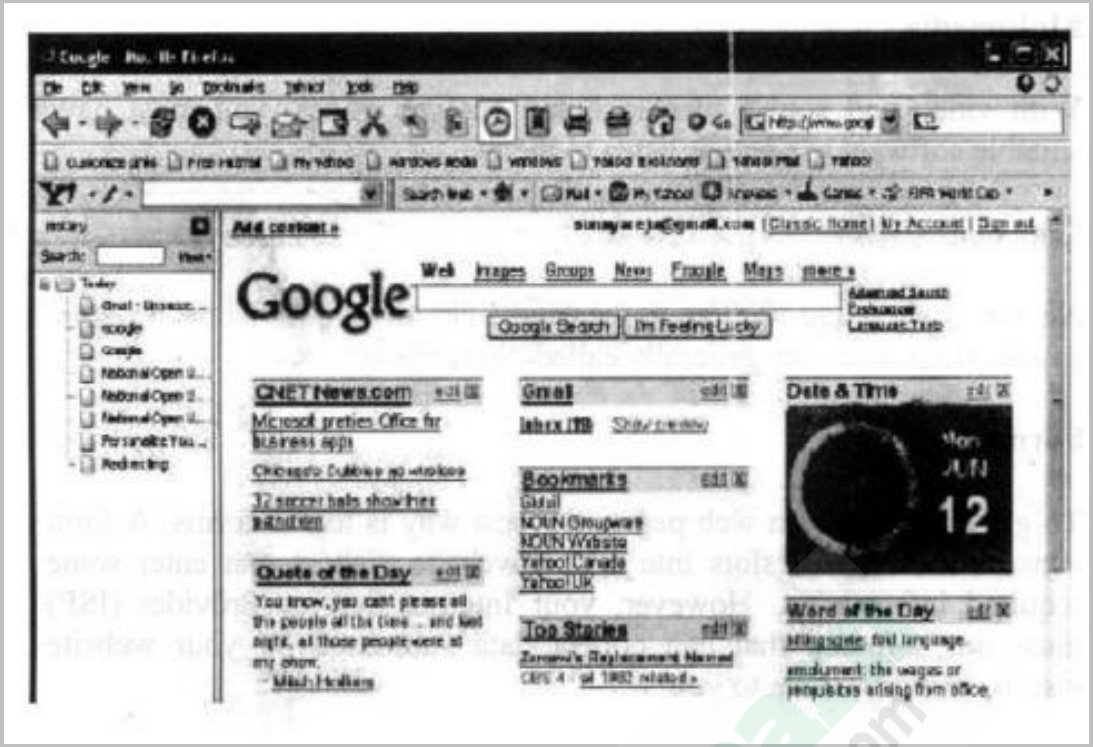
A _____ is a collection of web pages
Website

A collection of web pages is called_____
Website

_____ are larger pictures having a number of hyperlinks embedded within them.
Image maps

_____ are little programs you can embed into your web pages to be downloaded or run within the browsers of the page visitors.
Java applets

Now, look at a web page below:



The above web page is a combination of text and animated graphics. Especially the Clock graphic on the right hand side of the page is animated to provide the current time and date. The web browser used in the figure above is the Mozilla Firefox, a free browser.

TAGS are instructions to Web Bro how to do the following:

- How to lay out text
- What graphics to display and where
- What distant pages to link
- And a variety of other things

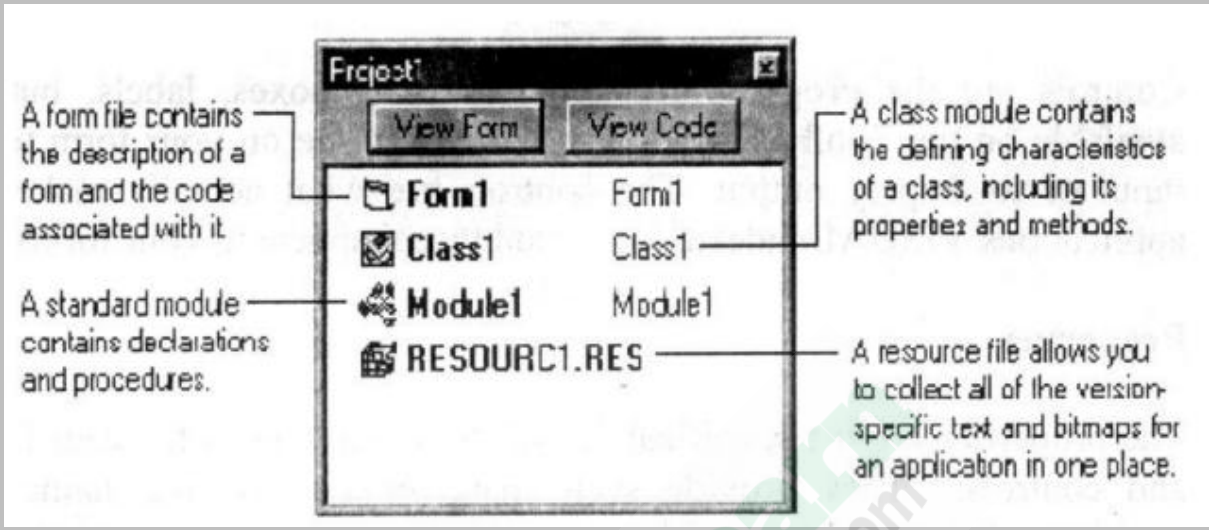
The Tag <HR> stands for_____
Horizontal Rule

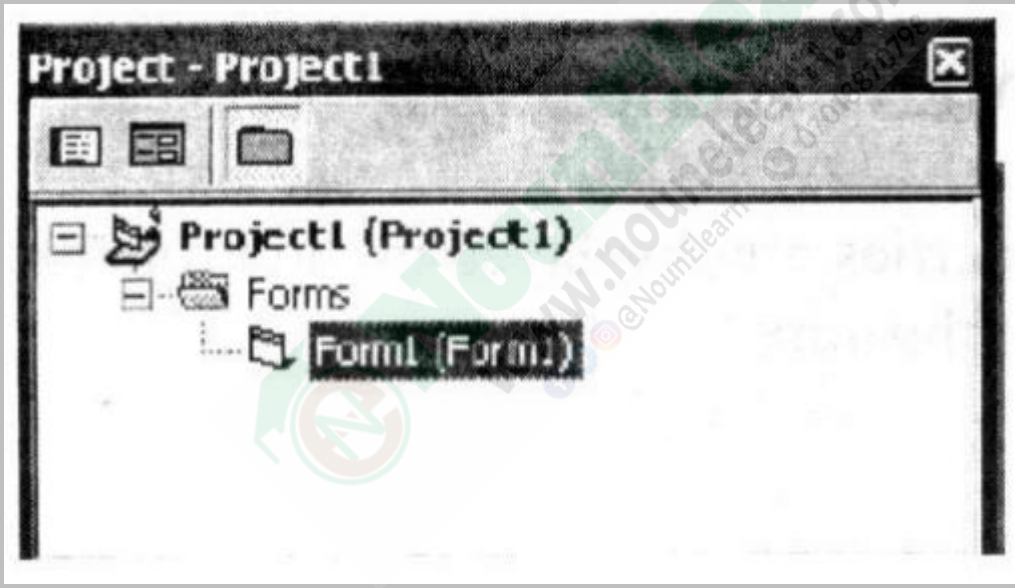
The following need to be defined for you as major features that characterize the VB programming environment:

- Project
- Form
- Controls
- Properties
- Code

A _____is a collection of files you create that makes up your Windows application created by Visual Basic.
PROJECT

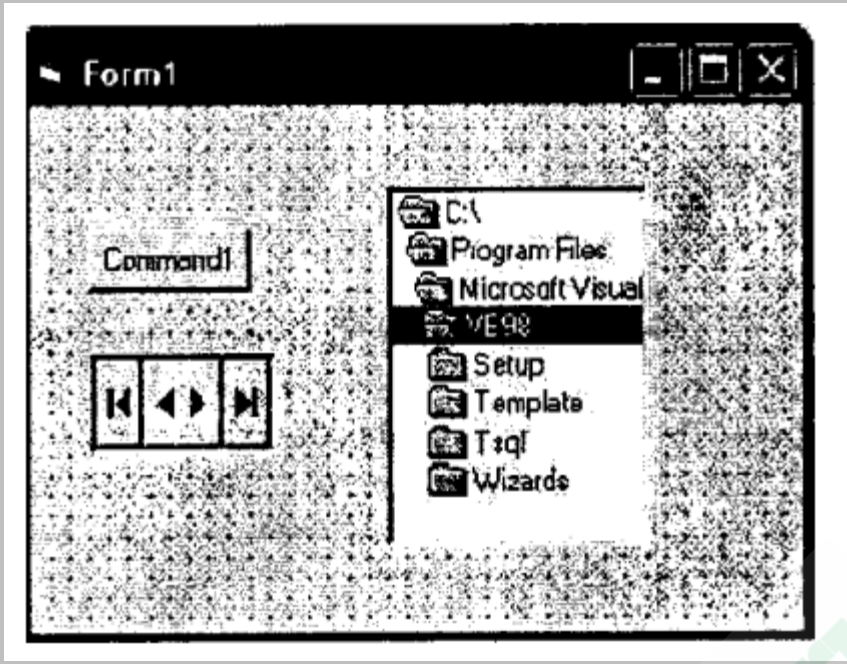
See examples of Project Explorer Windows below:





A _____ is simply the window you create which includes the controls and the code associated with that form.
FORM

An example of a form with three controls is seen below:



_____ are the programming tools such as boxes, labels, buttons available on the Toolbox window which you place on your form to get input or to display output.
Controls

The _____ are the specifications of the initial values for your forms and controls.
Properties

A _____ is just the name given to the programming statements you and associate with the controls on your form.
Code

An _____ application is one that requires only a single data window
SDI

An _____ application allows the opening of multiple data documents within the same application.
MDI

SDI stands for_____
Single-Documented Interface

MDI means_____
Multiple-Documented Interface

_____ are Question-and-Answer dialog boxes that automate tasks.
Wizards

Wizards are _____ dialog boxes that automate tasks.
Question-and-Answer

MATLAB simply stands for_____
MATrix LABoratory

MATLAB can be used for the following

- Mathematical computations
- Modeling and Simulation
- Algorithm Development
- Data Analysis and Visualization
- Scientific and Engineering Graphics
- Application Development

MATLAB is characterized by what are called_____.
TOOLBOXES

The available toolboxes in MATLAB are as follows:

- Simulation
- Optimization
- Neural Networks
- Signal Processing
- Fuzzy Logic
- Control Systems
- Wavelets

The MATLAB language has the following features:

- Control flow statements
- Functions
- Data structures
- Input/Output facilities
- Object-Oriented Programming

A _____ is a series of step-by-step instructions that provides a solution to a particular problem and directs the computer on what to do exactly
PROGRAM

An _____system is a collection of system programs that jointly controls the operations of a computer system and its resources
Operating

Errors in programs are usually called _____
Bugs

_____ Language is generally called the lowest- level language
Machine

An _____ is a prescribed set of well-defined rules or instructions for the solution of a problem in a finite number of steps
Algorithm

The _____ statement is simply a comment statement that provides information about the program or any of its segments to the programmer.
REM

The _____ Programming is also called Backtracking programming
Path

The Path Programming is also called _____
Backtracking programming

A macro _____ is the flowchart that outlines the general flow and major segments of a program
Flowchart

Programming by level is also called _____ programming technique
Top-down

A _____ is the name given to the programming statements you associate with the controls on your form.
Code

_____testing involves testing the separate components or modules as they are being developed
Unit

_____ testing involves testing the program as separate modules are put together

Integration

_____ testing occurs when the whole program is being tested in its final form to be ready for use
System

The next in the hierarchy of languages that is closer to the Machine Language is the _____ Language
Assembly

The binary code of the Machine Language is called _____
Symbolic names

A _____ translates an entire program into machine language before the execution of the program
Compiler

A Compiler usually translates the SOURCE program into another program called the _____ program which is the machine language version of the source code
Object

The first high- level language is _____
Fortran

_____ is the most popular programming language.
Beginner's All-purpose Symbolic Instruction Code

The _____ programming language was developed in 1960 and suitable for business applications
COBOL

A _____ is a logical representation of an algorithm using third generation language (3 GL) style such as DO, WHILE, IF-then -else
Pseudocode

The full meaning of the acronym DFD is _____
Data Flow Diagrams

The full meaning of the acronym ANSI is _____
American National Standards Institute

The _____ programming language has been fundamentally derived from original C language
C++

The _____ programming language was designed by B. Stroustrup
C++

The C++ programming language was designed by _____
B. Stroustrup

_____ are question and answer dialog boxes that automate tasks
Wizards

An_____ software is any program that is designed for the end user
Application

In computer networks, to _____ is to send data to a remote system such as a server or another client
Upload

In computer Networks, to download is to receive data from a _____system server
Remote

A sequence of instructions that is continually repeated until a certain condition is reached is called a _____
Loop

The physical part of a computer system is known as a _____
Hardware

Programmer who works with high level languages and have better understanding with applications are considered as _____
Application programmer

In high level programming language Pascal, each program statement ends with a _____
semicolon

Which programming languages can be used to teach structured programming?
FORTRAN

Pascal programming language was developed in _____
1960s

Pascal is based on _____
structural language

Pascal is a _____
High – level language

In flow chart, diamond shaped symbol is used to represent _____
decision box

Symbol used in flowchart such as rectangle with the horizontal lines on two sides is used for _____
predefined process

Program link with other parts of the program or connectors in flowchart are represented by _____
circle

Part of algorithm which is repeated for the fixed number of times is classified as _____
iteration

Method which uses a list of well - defined instructions to complete a task starting from a given initial state from a given initial state to end state is called _____
Algorithm

The chart that contains only function flow and no code is called as _____
Structure chart

Execution of two or more programs by a single CPU is known as _____
Multiprocessing

An Algorithm represented in the form of programming languages is a_____
Program

GUI stands for _____
Graphical User Interface

Terminal symbol in a flowchart indicates _____
End

Pseudocode is used for _____
To write program steps

_____ is a pictorial representation of an algorithm
Flowchart

Pseudo code is also known as _____
Program Design Language

Which program planning tool allows the programmers to plan program logic by writing program instruction in an ordinary language?
Pseudo code

HTML stands for _____
Hypertext Markup language

The BODY tag is usually used after _____
HEAD tag

The acronym MATLAB stand for _____
Matrix Laboratory

Typically, the _____ language is the only language understood by computers
Machine

The Decision_____ is frequently used in flow charts
Box

The inventor of the first mechanical adding machine was _____ Pascal
Blaise

The _____ level language does not go through interpreter, compiler and Assembler
Low

The Language used to solve Computer mathematical Computations is termed as _____
FORTRAN

Unsigned integers in C++ are Non-____ Numbers
Negative

A series of step-by-step instructions that provides a solution to a particular problem and directs the computer on what to do is referred to as a _____
PROGRAM

One of the major strengths of a computer is its ability to repeat selected instructions with different _____
data
_____Programs are those that perform specific computational tasks or data processing to solve user's problems
Application

An _____is a prescribed set of well-defined rules or instructions for the solution of a problem in a finite number of steps
Algorithm

The _____statement is simply a comment statement that provides information about the program or any of its segments to the programmer
REM

A set of variables with the same name and different subscripts is called an _____
ARRAY

Errors in programs are usually called bugs and the process of removing errors in your programs is called_____.
debugging

The need to represent instructions in one form of code or the other gave birth to the notion of Programming Language and the first form of these codes became what is called the _____Language
Machine

In flowchart, the rectangular symbol represent _____
Process

Translator which is used to convert codes of assembly language into machine language is termed as _____
Assembler

Higher-order functions are not built into the _____ language
Structural

In a flowchart, the diamond symbol implies a _____
Decision

The MathCad _____ is an Interpretive application capable of solving a wide range of mathematical and statistical problems
Software

_____ unit retains processed information until it can be placed on output devices by output
Memory

The ADA language is based on ___
Pascal

Procedural languages contain systematic order of _____
Statements

Receiving section obtains information from _____devices
input

Dividing a program into functions and modules is one of main feature of _____ language
Structural

Computer is a device that can perform computations and make _____ statements
Logical

Main memory of computer is termed as _____ memory
Primary

Open source operating system includes
Linux

Data which are not actively being used by particular units are placed on _____ storage unit
Secondary

Systems that make computers more convenient to use by users, application developers and system administrators etc. is termed as _____ system
Operating

_____ programming language has been fundamentally derived from the original C language which was published by B.W. Kernighan and D. M. Ritchie in 1978
C++

HTML tags are surrounded by _____ type of brackets
Angle

HTML is what type of language?
Markup

Ordinarily, the _____ tag is used to display a picture in a HTML page.
img

The acronym COBOL means_____
Common Business Oriented Language

The Bit is a _____
binary digit

Typically, the programming language which is used to teach structured programming is the _____
FORTRAN

Digits, letters and special symbols are known as_____
Characters

C++ uses the _____ type of Code
ASCII

FORTRAN was developed by _____
IBM
Several related fields can be used to compose a _____
record

A particular machine language of a specific computer can be used on _____
that computer only

A group of related records is termed as _____
File

_____ programs constitute the driving force behind 'tile operations of the Computer System
System

The hierarchy of languages that is closer to the Machine Language is the _____ Language
Assembly

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