

1. A business system is a(n)
- a) collection of operations organized in response to a requirements statement.
 - b) combination of people, equipment, and procedures that work together to perform a specific function.
 - c) detailed plan for the solution to a well-defined problem.
 - d) a series of processes that involve one or more computers.

Answer: b Type: M

2. What is the first step that should be done when creating or changing a system?
- a) Evaluate the new system
 - b) Design the new system
 - c) Analyze the current system
 - d) Define the new system requirements

Answer: c Type: M

3. The acronym *SDLC* stands for
- a) system development life cycle.
 - b) system design life cycle.
 - c) screen design for large computers.
 - d) symbolic defined logic code.

Answer: a Type: M

4. A graphical representation of the programs within a system and their relationships is called a(n)
- a) program flowchart.
 - b) system flowchart.
 - c) control structure.
 - d) memory diagram.

Answer: b Type: M

5. English-language statements that describe the processing steps of a program are known as
- a) program flowcharts.
 - b) class diagrams.
 - c) programming logic.
 - d) pseudocode.

Answer: d Type: M

6. The process of breaking down a program into parts is called

- a) modularization.
- b) flowcharting.
- c) event-driven programming.
- d) structured programming.

Answer: a Type: M

7. Which of the control structures below is not a basic pattern of program logic?

- a) DOWHILE
- b) IFTHENELSE
- c) SIMPLE SEQUENCE
- d) DUNTIL

Answer: d Type: M

8. Which of the persons below was not involved in the definition of structured programming?

- a) C. Bohm
- b) N. E. Capers
- c) E W. Dijkstra
- d) G. Jacopini

Answer: b Type: M

9. The most effective way to study an existing system is to

- a) read the hard-copy and online documentation.
- b) talk to the users of the system.
- c) actually do the procedures within the system.
- d) perform a requirements analysis.

Answer: b Type: M

10. A person who determines how a system will be constructed is a

- a) system evaluator.
- b) system user.
- c) system designer.
- d) system analyst.

Answer: c Type: M

11. A structure chart is also called a(n)

- a) system flowchart.
- b) module chart.
- c) system diagram.
- d) hierarchy chart.

Answer: d Type: M

12. What should be the primary goal of a program design review?

- a) To educate the persons who will test the program
- b) To ensure that high-quality software is produced
- c) To assess the skill level of the programmer
- d) To determine what additional testing is required

Answer: b Type: M

13. Which of the following capabilities of a computer is not fundamental to structured programming?

- a) its ability to stop under program control
- b) is ability to execute instructions in sequence
- c) its ability to make decisions
- d) its ability to execution instructions repetitively

Answer: a Type: M

14. Which of the phrases below is not commonly used when referring to programming languages?

- a) procedure-oriented language
- b) fourth-generation language
- c) event-driven language
- d) object-oriented language

Answer: c Type: M

15. Which of the tasks listed below should follow the other three during development?

- a) Evaluate the new system
- b) Implement the new system
- c) Test the programs in the system
- d) Review the program requirements

Answer: a Type: M

16. Every business uses one or more systems to produce its end products or services.

Answer: True Type: T

17. In a computer-based information system, some procedures are performed by a computer.

Answer: True Type: T

18. A requirements document should state what needs to be done by a system, but not how to do it.

Answer: True Type: T

19. An object-oriented approach to design emphasizes processes.

Answer: False Type: T

20. It is just as useless to solve the wrong problem correctly as it is to solve the right problem incorrectly.

Answer: True Type: T

21. The use of pseudocode is often a convenient replacement for system flowcharting.

Answer: False Type: T

22. Graphical user interfaces make it easier for users to interact with computers.

Answer: True Type: T

23. In common practice, the person who wrote a program is also the one who modifies it when changes are required.

Answer: False Type: T

24. Program flowcharts are very useful when program modifications are required.

Answer: True Type: T

25. Visual Basic is a likely choice for creating an event-driven program.

Answer: True Type: T

26. Programs should be designed to avoid looping if possible.

Answer: False Type: T

27. The IFTHENELSE control structure is the simplest control structure but it is rarely used.

Answer: False Type: T

28. An infinite loop is an error condition.

Answer: True Type: T

29. A program must be designed to handle either valid or invalid data, but not both.

Answer: False Type: T

30. If unit testing is done thoroughly, system testing can be reduced or eliminated.

Answer: False Type: T