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## Engineering Problems keen gimeering parablem esobuing-with-c-4e-etter

Match the following people with their contribution to the field of Computer Science, where a name can be used more than once.

- A. John Atanasoff and Cilfford Berry
- B. Augusta Ada Byron
- C. Charles Babbage
- D. Luigi F. Menabrea
- E. John Mauchly and J. Presper Eckert.
- F. John von Neumann
  - Inventor of the Analytical Engine
    - D Published a paper describing the Analytical Engine in French
  - Α Inventor of the ABC
- $\mathbf{B}_{\mathbf{c}}$ Wrote detailed instructions for numerical computations, thought to be the first computer program.
  - proposed a computing model used in most digital computers
- Inventor of the ENIAC
- envisioned the multidisciplinary potential of the Analytical Engine В
- 2. Place the following computers in order from oldest to most recent.

middle **ABC** 

oldest **Analytical Engine** 

**ENIAC** newest

- 3. List the five steps of the problem solving methodology given in this chapter.
  - (1) Problem Statement
  - (2) Input/Output Description
  - (3) Hand Calculations
  - (4) Algorithm Development
  - (5) Testing
- 4. Convert the decimal number -91 to two's complement using 8 bits, showing all work.
  - 2) 91 |
  - 2) 45 | 1
  - 2) 22 | 1
  - 2) 11 | 0
  - 2) 5 | 1
  - 2) 2 | 1 2) 1 | 0

  - 2) 0 | 1

01011011 is 91

10100100 is the one's complement of 91

0000001 add one

10100101 is the two's complement representation of -91

5. Convert the binary number 1010110001010111 to hexadecimal, showing a	ıny work.
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1 0 1 0 1	1 1 0 0	0 1 0 1	0 1 1 1	
A	$\mathbf{C}$	5	7	1010110001010111 <sub>2</sub> is AC57 <sub>16</sub>

- 6. Which of the following is not computer hardware?
  - A. a printer
  - B. the hard disk
  - (C.) the operating system
  - D. the mouse
- 7. Which of the following is not computer software?
  - (A) a USB memory stick
    - B. the operating system
    - C. a C++ compiler
    - D. a spreadsheet
- 8. Which of the following is responsible for interpreting the instructions stored in memory?
  - A. the ALU (arithmetic logic unit)
  - (B) the control unit
  - C. the software
  - D. the accumulator
- 9. High-speed registers for the temporary storage of values are found in ...
  - A. the computers hard disk
  - B. the computer's primary memory
  - C.) the accumulator
  - D. the C++ program
- 10. Which of the following is not a function of a utility provided by an operating system?
  - A. copying files
  - B. listing files
  - C. printing files
  - (D) translating C++ programs
- 11. Which of the following is not a part of a GUI (Graphical User Interface)?
  - A. icons
  - B. menus
  - (C.) a mouse
  - D. text boxes
- 12. Which of the following is not considered to be application software?
  - A. database management software
  - B. spreadsheet programs
  - (C.) an operating system
  - D. mathematical computation software

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<ul> <li>13. Which of the following is not an example of mathematical computation software?</li> <li>A. Maple</li> <li>B. MATLAB</li> <li>C. Mathematica</li> <li>D MySQL</li> </ul>
<ul> <li>14. Which of the following languages is unique to a computer design where the instructions are binary strings?</li> <li>A. assembly language</li> <li>B. Basic</li> <li>C. C++</li> <li>D machine language</li> </ul>
15. Semantics are the set of grammar rules for a high-level language.  A. true  B. false
16. The CPU refers to the control unit and the ALU.(arithmetic logic unit)  A true  B. false
17. A modern digital computer represents values in memory in base 10.  A. true  B. false
18. A compiler is hardware used to translate a C++ program into machine language.  A. true  B. false
<ul><li>19. The source file is the machine language version of a C++ program.</li><li>A. true</li><li>B. false</li></ul>
20. Linking is the process of combining the object file with other machine language statements and loading the executable program into memory.  A) true B. false
<ul> <li>21. Program bugs are errors which occur during the compilation step for preparing a C++ program for execution.</li> <li>A. true</li> <li>B false</li> </ul>
22. The word size is the size of the registers in the ALU, and therefore depends on the design of the processor.



23. A byte is by definition 8 bits.



24. Every real number can be represented exactly in binary in the computer's memory.

