

Chapter 1

1. The basic commands that a computer performs are input (get data), output (display result), storage, and performance of arithmetic and logical operations.

- a. True
- b. False

ANSWER: True

2. Main memory is directly connected to the CPU.

- a. True
- b. False

ANSWER: True

3. When the computer is turned off, everything in secondary memory is lost.

- a. True
- b. False

ANSWER: False

4. The devices that feed data and programs into computers are called output devices.

- a. True
- b. False

ANSWER: False

5. Information stored in main memory must be transferred to some other device for permanent storage.

- a. True
- b. False

ANSWER: True

6. The device that stores information permanently (unless the device becomes unusable or you change the information by rewriting it) is called primary storage.

- a. True
- b. False

ANSWER: False

7. The command that does the linking on Visual C++ Express (2013 or 2016) and Visual Studio 2015 is Make or Remake.

- a. True
- b. False

ANSWER: False

8. When you compile your program, the compiler identifies the logic errors and suggests how to correct them.

- a. True
- b. False

ANSWER: False

9. To develop a program to solve a problem, you start by analyzing the problem.

- a. True

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b. False

ANSWER:

True

10. C++ programs have always been portable from one compiler to another.

a. True

b. False

ANSWER:

False

11. Several categories of computers exist, such as ____.

a. microframe, midframe, and miniframe

b. midsize, microframe, and mainframe

c. mainsize, midsize, and microsize

d. mainframe, midsize, and micro

ANSWER:

d

12. The basic commands that a computer performs are ____, and performance of arithmetic and logical operations.

a. input, file, list

b. output, folder, storage

c. input, output, storage

d. storage, directory, log

ANSWER:

c

13. Main memory is called ____.

a. read only memory

b. random access memory

c. readily available memory

d. random read only memory

ANSWER:

b

14. The ____ is the brain of the computer and the single most expensive piece of hardware in your personal computer.

a. MM

b. ROM

c. RAM

d. CPU

ANSWER:

d

15. Main memory is an ordered sequence of items, called ____.

a. pixels

b. registers

c. memory cells

d. addresses

ANSWER:

c

16. The devices that feed data and programs into computers are called ____ devices.

a. entry

b. input

c. output

d. secondary

ANSWER:

b

17. The devices that the computer uses to display results are called ____ devices.

a. exit

b. entry

c. output

d. input

ANSWER:

c

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18. _____ programs perform a specific task.

- | | |
|----------------|------------|
| a. Application | b. System |
| c. Operating | d. Service |

ANSWER:

a

19. The _____ handles the overall activity of the computer and provides services.

- | | |
|----------------------------|---------------------|
| a. central processing unit | b. operating system |
| c. arithmetic logic unit | d. control unit |

ANSWER:

b

20. _____ represent information with a sequence of 0s and 1s.

- | | |
|--------------------|-------------------------|
| a. Analog signals | b. Application programs |
| c. Digital signals | d. System programs |

ANSWER:

c

21. A sequence of eight bits is called a _____.

- | | |
|-----------------|-----------|
| a. binary digit | b. byte |
| c. character | d. double |

ANSWER:

b

22. The digit 0 or 1 is called a binary digit, or _____.

- | | |
|------------|-------------|
| a. bit | b. bytecode |
| c. Unicode | d. hexcode |

ANSWER:

a

23. The term GB refers to _____.

- | | |
|---------------|---------------|
| a. giant byte | b. gigabyte |
| c. group byte | d. great byte |

ANSWER:

b

24. _____ consists of 65,536 characters.

- | | |
|------------|-----------|
| a. ASCII-8 | b. ASCII |
| c. Unicode | d. EBCDIC |

ANSWER:

c

25. A program called a(n) _____ translates instructions written in high-level languages into machine code.

- | | |
|--------------|------------|
| a. assembler | b. decoder |
| c. compiler | d. linker |

ANSWER:

c

26. A program called a(n) _____ combines the object program with the programs from libraries.

- | | |
|--------------|-------------|
| a. assembler | b. decoder |
| c. linker | d. compiler |

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ANSWER:

c

27. A program that loads an executable program into main memory is called a(n) ____.

- | | |
|-------------|--------------|
| a. compiler | b. loader |
| c. linker | d. assembler |

ANSWER:

b

28. A step-by-step problem-solving process in which a solution is arrived at in a finite amount of time is called a(n) ____.

- | | |
|--------------|-----------|
| a. algorithm | b. linker |
| c. analysis | d. design |

ANSWER:

a

29. Dividing a problem into smaller subproblems is called ____ design.

- | | |
|---------------|------------------------|
| a. OOD | b. top-down refinement |
| c. structured | d. analog |

ANSWER:

c

30. A(n) ____ consists of data and the operations on those data.

- | | |
|----------------|-------------|
| a. disk | b. compiler |
| c. interpreter | d. object |

ANSWER:

d

31. The programming language C++ evolved from ____.

- | | |
|----------|-------------|
| a. BASIC | b. assembly |
| c. C | d. C+ |

ANSWER:

c

32. The _____ handles the overall activity of the computer and provides services such as memory management, input/output activities, and storage management.

ANSWER: operating system

33. _____ signals represent information with a sequence of 0s and 1s.

ANSWER: Digital

34. The ASCII data set consists of _____ characters.

ANSWER: 128

35. Assembly language uses easy-to-remember instructions called _____.

ANSWER: mnemonics

36. _____ languages include FORTRAN, COBOL, Pascal, C, C++, Java, and Python.

ANSWER: High-level

37. In a C++ program, statements that begin with the symbol # are called _____ directives.

ANSWER: preprocessor

Name _____ Class _____ Date _____
: _____ : _____ e: _____

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38. In object-oriented design, the first step in the problem-solving process is to identify the components called _____, which form the basis of the solution, and to determine how they interact with one another.

ANSWER: _____ objects

39. In _____ design, the final program is a collection of interacting objects.

ANSWER: _____
object-oriented
object oriented
OO
oo

40. In C++, the mechanism that allows you to combine data and operations on the data into a single unit is called a(n) _____.

ANSWER: _____ class