1

Drawing Application

Introducing Computers, the Internet and C#

1.1 What Is a Computer?

1. Which of the following devices are hardware?
   a) keyboard
   b) screen
   c) hard drive
   d) mouse
   e) all of the above
   f)

2. the programs that run on a computer are referred to as _____.
   a) hardware
   b) software
   c) RAM
   d) processing units

Answers: 1) e. 2) b.

1.2 Computer Organization

1. Which of the following retains information that has been entered through input devices?
   a) central processing unit
   b) memory unit
   c) arithmetic and logic unit
   d) output unit

2. Which of the following is an example of secondary storage devices?
   a) hard drive
   b) keyboard
   c) monitor
   d) mouse

Answers: 1) b. 2) a.

1.3 Machine Languages, Assembly Languages and High-Level Languages

1. Programs that convert assembly language programs to machine language are called _____.
   a) translators
   b) assemblers
   c) converters
   d) compilers

2. Machine languages are _____.
   a) machine independent
   b) machine dependent
   c) defined by a computer's hardware design
   d) Both b and c.

Answers: 1) b. 2) d.

1.4 C, C++, Visual Basic .NET and Java

1. _____, developed in the late 1950s, is still used to produce a considerable portion of today's business software.
   a) COBOL
   b) Fortran
   c) Java
   d) C

2. _____, developed in the 1950s, is still used to create scientific and engineering applications that require complex mathematical computations.
   a) Visual Basic
   b) Fortran
   c) COBOL
   d) C#

Answers: 1) a. 2) b.

1.5 C#

1. C# is _____.

   a) event-driven
   b) a visual programming language
   c) fully object-oriented
   d) All of the above.

2. C# has roots in _____.

   a) C
   b) C++
   c) Java
   d) All of the above.

Answers: 1) d. 2) d.

1.6 Structured Programming

1. Structured programming languages include _____.

   a) Ada
   b) Pascal
   c) C
   d) All of the above.

2. The _____ programming language was developed under the sponsorship of the United States Department of Defense (DOD) during the 1970s and early 1980s.

   a) Pascal
   b) C++
   c) Ada
   d) Java

Answers: 1) d. 2) c.

1.7 Key Software Trend: Object Technology

1. Objects _____.

   a) contain properties
   b) represent verbs
   c) perform actions
   d) Both a and c.

2. Classes represent groups of related _____.

   a) files
   b) attributes
   c) objects
   d) methods

Answers: 1) d. 2) c.

1.8 The Internet and the World Wide Web

1. _____ ensures that messages, consisting of pieces called “packets”, are properly routed from sender to receiver and that those messages arrive intact.

   a) HTTP
   b) TCP
   c) IP
   d) HTML

2. The _____ is a collection of hardware and software associated with the Internet that allows computer users to locate and view multimedia-based documents on almost any subject.

   a) ARPAnet
   b) TCP
   c) W3C
   d) World Wide Web

Answers: 1) b. 2) d.

1.9 Introduction to Microsoft .NET

1. The _____ strategy extends the idea of software reuse to the Internet.

   a) C
   b) object-oriented programming
   c) .NET
   d) visual programming

2. _____ has become popular because it enables programmers to create applications using prepackaged graphical components.

a) Pascal
b) C#
c) Object-oriented programming
d) Visual programming

Answers: 1) ***c.*** 2) d.

1.10 Test-Driving the C# Drawing Application

1.11 Internet and Web Resources

1.12 Wrap-Up