

***Computer Science Structured Programming
Approach in C 4th edition Forouzan Test Bank***

SKU: 9780357506134-TEST-BANK

Chapter 1 - Introduction to Computers

1. Computer software is the collection of program instructions that allow the hardware to do a specific job.

- a. True
- b. False

ANSWER: True

2. Computer software is divided into two broad categories: system software and development software.

- a. True
- b. False

ANSWER: False

3. High-level languages must be converted to machine language, but symbolic languages do not.

- a. True
- b. False

ANSWER: False

4. To write a program you use a text editor designed for creating programs.

- a. True
- b. False

ANSWER: True

5. Program development involves these major steps: understanding the problem, developing a solution, writing the program, and then testing the program.

- a. True
- b. False

ANSWER: True

6. A structure chart shows the functional flow through a program.

- a. True
- b. False

ANSWER: True

7. A computer is a system made of two major components: hardware and ____.

- a. primary storage
- b. software
- c. a printer
- d. a keyboard

ANSWER: b

8. Which group is a broad category of computer software?

- a. application software
- b. compilers
- c. system development
- d. payroll systems

ANSWER: a

Chapter 1 - Introduction to Computers

9. System software consists of which three classes?

- a. central processing, system support, and system development
- b. system development, general purpose support, and application development
- c. operating systems, system support, and system development
- d. primary storage, system support, and system development

ANSWER: c

10. Which is an example of general-purpose application software?

- a. database management system
- b. main memory
- c. operating system
- d. system sort

ANSWER: a

11. Which is not an example of general-purpose application software?

- a. database management systems
- b. word processors
- c. computer-aided design systems
- d. general ledger systems

ANSWER: d

12. Which computer component is responsible for executing instructions such as arithmetic calculations, comparisons among data, and movement of data inside the system?

- a. RAM
- b. hard drive
- c. central processing unit
- d. output device

ANSWER: c

13. The rapid development of computer chips ultimately led to the transition from large mainframe computers to a smaller, self-contained device known as a(n) _____ in the 1970s.

- a. tablet computer
- b. personal computer
- c. operating system
- d. minicomputer

ANSWER: b

14. Which computer environment is characterized by many users connecting to one or more computers who all share output devices (such as printers) and secondary storage devices (such as disks)?

- a. client/server
- b. distributed computing
- c. cloud computing
- d. time-sharing

ANSWER: d

Chapter 1 - Introduction to Computers

15. Which computer environment splits the computing processing between a central computer and users' computers?
- a. client/server
 - b. distributed computing
 - c. cloud computing
 - d. time-sharing

ANSWER: a

16. Which computer environment is characterized by a large network of servers and clients scattered geographically to provide a seamless integration of computing functions?
- a. client/server
 - b. distributed computing
 - c. cloud computing
 - d. time-sharing

ANSWER: b

17. Which computer environment is characterized by servers and storage devices being spread out across multiple geographic areas and connected via the Internet?
- a. client/server
 - b. distributed computing
 - c. cloud computing
 - d. time-sharing

ANSWER: c

18. Which computer language category is defined by the use of symbols, or mnemonics, to represent various machine language instructions?
- a. assembly
 - b. COBOL
 - c. Java
 - d. FORTRAN

ANSWER: a

19. In the earliest days of computers, the only programming languages available were _____ languages.
- a. assembly
 - b. machine
 - c. symbolic
 - d. high-level

ANSWER: b

20. High-level languages must be converted to machine language. Which term is used for the process of converting them?
- a. linking
 - b. coding
 - c. compilation
 - d. loading

ANSWER: c

Chapter 1 - Introduction to Computers

21. The tool used by a programmer to convert a high-level source program to an object module is a ____.
- a. compiler
 - b. preprocessor
 - c. linker
 - d. text editor

ANSWER: a

22. After a program is completed, it is saved as a(n) _____ file so it can be input to the compiler.
- a. application
 - b. executable
 - c. object
 - d. source

ANSWER: d

23. A(n) _____ module is machine language code.
- a. application
 - b. loader
 - c. object
 - d. source

ANSWER: c

24. Today's large-scale, modern programming projects are built using a series of interrelated phases commonly referred to as the _____ cycle.
- a. program development
 - b. software engineering
 - c. system development life
 - d. system analysis

ANSWER: c

25. Which application design tool uses standard graphical symbols to represent the logical flow of data through a function?
- a. flowchart
 - b. detailed design
 - c. pseudocode
 - d. structure chart

ANSWER: a

26. The application design tool that is a visual representation of the flow through a program is the ____.
- a. blueprint
 - b. pseudocode
 - c. structure chart
 - d. detailed design

ANSWER: c

Chapter 1 - Introduction to Computers

27. What term is used for the part English, part program logic tool used to design a program or part of a program?

- a. flowchart
- b. pseudocode
- c. structure chart
- d. detailed design

ANSWER: b

28. Which activity is not a step in writing a program?

- a. understanding the problem
- b. designing the program
- c. designing the program algorithms
- d. testing the program

ANSWER: d

29. Which type of testing validates a program by ensuring that it fulfills the requirements described in the requirements statement without regard to how it works internally?

- a. regression
- b. blackbox
- c. acceptance
- d. whitebox

ANSWER: b

30. During which type of testing is the program like a glass house, in which everything is visible?

- a. regression
- b. blackbox
- c. acceptance
- d. whitebox

ANSWER: d