Import Settings:

Base Settings: Brownstone Default

Information Field: Complexity

Information Field: Ahead

Information Field: Subject

Information Field: Title

Highest Answer Letter: D

Multiple Keywords in Same Paragraph: No

NAS ISBN13: XXXXXXXXXXXXX, add to Ahead, Title tags

**Chapter: Chapter 01 - Testbank**

**Multiple Choice**

1. Which one of the following is *not* one of the three major phases in the life cycle of a computer program?

A) Problem-solving phase

B) Management phase

C) Implementation phase

D) Maintenance phase

Ans: B

Complexity: Easy

Ahead: ﻿1.1 Overview of Programming

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

2. Which of the following is the first step in the problem-solving phase of a computer program's life cycle?

A) Translate the general solution into code.

B) Write a general solution for the problem.

C) Test the general solution.

D) Analyze the problem.

E) Test the solution on a computer.

Ans: D

Complexity: Easy

Ahead: ﻿1.1 Overview of Programming

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

3. Which of the following is the second step in the problem-solving phase of a computer program's life cycle?

A) Translate the general solution into code.

B) Write a general solution for the problem.

C) Test the general solution.

D) Analyze the problem.

E) Test the solution on a computer.

Ans: B

Complexity: Easy

Ahead:

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

4. Which of the following is the first step in the implementation phase of a computer program's life cycle?

A) Translate the general solution into code.

B) Write a general solution for the problem.

C) Test the general solution.

D) Analyze the problem.

E) Test the solution on a computer.

Ans: A

Complexity: Easy

Ahead: 1.1 Overview of Programming

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

5. Which of the following is the second step in the implementation phase of a computer program's life cycle?

A) Translate the general solution into code.

B) Write a general solution for the problem.

C) Test the general solution.

D) Analyze the problem.

E) Test the solution on a computer.

Ans: E

Complexity: Easy

Ahead: 1.1 Overview of Programming

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

6. The following series of steps is not an algorithm. How would you correct it?

Putting on a Pair of Athletic Shoes

Step 1. Put on one shoe.

Step 2. Tie the laces.

Step 3. Repeat.

A) Exchange steps 1 and 2.

B) Exchange steps 2 and 3.

C) Change step 3 to "Repeat once."

D) Change step 1 to "Put on both shoes."

Ans: C

Complexity: Easy

Ahead: 1.1 Overview of Programming

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

7. Inside a computer, a single character such as the letter A usually is represented by a:

A) bit.

B) byte.

C) nibble.

D) word.

Ans: B

Complexity: Easy

Ahead: 1.1 Overview of Programming

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

8. Which of the following translates a program written in a high-level language into machine code?

A) Assembler

B) Compiler

C) Operating system

D) Editor

Ans: B

Complexity: Easy

Ahead: 1.1 Overview of Programming

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

9. Which of the following most closely resembles human language?

A) High-level language

B) Machine language

C) Assembly language

Ans: A

Complexity: Easy

Ahead: ﻿1.2 How Does a Computer Run a Program?

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

10. Which of the following terms describes the repetition of statements (instructions) while certain conditions are met?

A) Sequence

B) Selection

C) Looping

D) Subprogram

Ans: C

Complexity: Easy

Ahead: ﻿1.2 How Does a Computer Run a Program?

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

11. Which of the following terms describes the execution of different statements (instructions) depending on certain conditions?

A) Sequence

B) Selection

C) Looping

D) Subprogram

Ans: B

Complexity: Easy

Ahead: ﻿1.2 How Does a Computer Run a Program?

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

12. Which of the following terms describes the execution of a series of statements (instructions) one after another?

A) Sequence

B) Selection

C) Looping

D) Subprogram

Ans: A

Complexity: Easy

Ahead: ﻿1.2 How Does a Computer Run a Program?

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

13. Of the following components of a computer, which one stores data and instructions?

A) Input device

B) Output device

C) Arithmetic/logic unit

D) Control unit

E) Memory unit

Ans: E

Complexity: Easy

Ahead: 1.3 What’s Inside the Computer?

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

14. Of the following components of a computer, which one performs computations?

A) Input device

B) Output device

C) Arithmetic/logic unit

D) Control unit

E) Memory unit

Ans: C

Complexity: Easy

Ahead: 1.3 What’s Inside the Computer?

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

15. Of the following components of a computer, which one assures that program instructions are executed in the proper sequence?

A) Input device

B) Output device

C) Arithmetic/logic unit

D) Control unit

E) Memory unit

Ans: D

Complexity: Easy

Ahead: 1.3 What’s Inside the Computer?

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

16. Of the following components of a computer, which one fetches the next instruction from RAM during program execution?

A) Input device

B) Auxiliary storage device

C) Arithmetic/logic unit

D) Control unit

E) Memory unit

Ans: D

Complexity: Easy

Ahead: 1.3 What’s Inside the Computer?

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

17. Of the following components of a computer, which one presents the results of the processing to the outside world?

A) Input device

B) Output device

C) Arithmetic/logic unit

D) Control unit

E) Memory unit

Ans: B

Complexity: Easy

Ahead: 1.3 What’s Inside the Computer?

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

18. Which problem-solving technique involves the breaking up of a large problem into smaller units that are easier to handle?

A) Divide and conquer

B) Means-ends analysis

C) Solving by analogy

D) Building-block approach

E) Merging solutions

Ans: A

Complexity: Easy

Ahead: ﻿ 1.5 Problem-Solving Techniques

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

19. Which problem-solving technique involves integrating existing solutions on a step-by-step basis into a complete solution?

A) Divide and conquer

B) Means-ends analysis

C) Solving by analogy

D) Building-block approach

E) Merging solutions

Ans: E

Complexity: Easy

Ahead: ﻿ 1.5 Problem-Solving Techniques

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

20. Which problem-solving technique involves defining the beginning and ending states of a problem, then comparing different methods for getting between the states?

A) Divide and conquer

B) Means-ends analysis

C) Solving by analogy

D) Building-block approach

E) Merging solutions

Ans: B

Complexity: Easy

Ahead:  1.5 Problem-Solving Techniques

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

21. Which problem-solving technique involves recognizing that the problem you are working on is similar to one that you have worked on before?

A) Divide and conquer

B) Means-ends analysis

C) Solving by analogy

D) Building-block approach

E) Merging solutions

Ans: C

Complexity: Easy

Ahead: ﻿ 1.5 Problem-Solving Techniques

Subject: Chapter 1

Title: Overview of Programming and Problem Solving

22. Which of the following is *not* an example of a computer programmer taking a step to guard confidential computer data?

A) Shredding computer printouts

B) Keeping backup copies in a locked cabinet

C) Using passwords that are difficult to keep

D) Implementing file encryption

E) Utilizing malware to protect confidential computer data from being stolen

Ans: E

Complexity: Easy

Ahead: 1.4 Ethics and Responsibilities in the Computing Profession

Subject: Chapter 1

Title: Overview of Programming and Problem Solving