# Chapter 1 - 5 Test



1. The history of computer shows that calculating tools evolved from, _____to more complex mechanical devices, to Electro-mechanical devices, and finally to electronic computers.

   a) tool boxes b)manually operated devices
   c) TRS80 d) Apples

2. Computer architecture is a term used to describe the way a computer is put together. ___is the computer's primary storage for currently running programs and current data.

   a) ROM b) CPU c) RAM d) disk

3. The equipment that makes up a computer is called ___. Each piece of ___ is involved in input, output, processing, or storage.

   a) software b) processor c) hardware d) storage

4. Computer architecture is a term used to describe the way a computer is put together. __ is memory that has data permanently stored on it. The computer stores startup procedures and data that the system needs to operate in ___.

   a) ROM b) CPU c) RAM d) disk

5. There are two categories of microprocessors: _____.

   a) ROM & RAM b) DOS & OS2
   c) DOS & WINDOWS d) CISC & RISC

6. Networks are groups of ___ that are connected by some communications link that allows them to share data or resources.

a) ROM b) computers c) RAM d) disk

7. Inside a computer, signals called bits represent data and give instructions. Bits are commonly arranged in-groups of eight, called _____.

   a) ROM b) binary c) RAM d) bytes

8. At the heart of a computer is a device called a microprocessor. The microprocessor responds to commands called __ language.

   a) Machine b) binary c) computer d) C++

9. ___ Programming languages allow programmers to work in a language that people can more easily read.

   a) machine b) binary c) computer d) High-level

10. An interpreter or compiler must translate high-level languages into machine language. An/A __ translates each program step into machine language as the program runs.

    a) Operating System b) compiler
    c) Interpreter d) High-level

11. Input and output operations and loading of executable files are handled by the ____. The _____ loads a program and turns over control of the system to the program. When the program ends, the _____ takes control again.

    a) Operating System b) compiler
    c) Interpreter d) CPU

12. Programming involves five basic steps: What is the 3rd step.

a) Coding the program
b) developing an algorithm
c) Documenting and maintaining
d) testing and debugging
e) Defining the problem

13. ___ are remarks that are ignored by the compiler. They allow you to include notes and other information in the program's source code.

a) Comments
b) statements
c) Directives
d) Braces
e) function

14. ____ are commands for the compiler, rather than part of the C++ language.

a) Comments
b) statements
c) Directives
d) Braces
e) function

15. All C++ programs have a main ___. The main __ is where the program begins running.

a) Comments
b) statements
c) Directives
d) Braces
e) function

16. ___ mark the beginning and end of blocks of code.

a) Comments
b) statements
c) Directives
d) Braces
e) function

17. ____ are the lines of code the computer executes. Each ___ends with a semicolon.

a) Comments
b) statements
c) Directives
d) Braces
e) function

18. C++ is __ sensitive, which means that using the wrong capitalization will result in errors.

a) Comments b) statements c) Directives
d) Variable e) case

19. Most data is stored in either ____ or constants.

a) Comments b) statements c) Directives
d) Variables e) case

20. Integer data types store numbers up to _____.

a) 32,767 b) 127 c) 255
d) 3.4x10^38 e) 1.7x10^308

21. Double data types store numbers up to _____.

a) 32,767 b) 127 c) 255
d) 3.4x10^38 e) 1.7x10^308

22. Float data types store numbers up to _____.

a) 32,767 b) 127 c) 255
d) 3.4x10^38 e) 1.7x10^308

23. Boolean variables are variables, which can have only _ possible values.

a) 1 b) 2 c) 3 d) 4 e) 5

24. Variables must be declared before they are __. Variables should also be initialized to clear any random values that may be in the memory location.

a) Ran b) used c) x d) added e) on

25. The __ is the assignment operator.

a) * b) / c) x d) % e) =

26. The __ is the modulus operator.

a) * b) / c) x d) % e) =

27. The __ is the multiplication operator.

a) * b) / c) x d) % e) =

28. The __ is the increment operator.

a) * b) ++ c) x d) -- e) =

29. The assignment operator (=) changes the value of the variable to the __ of the operator to the result of the expression.

a) right b) left c) true d) false

30. Character arrays are used to store ___.

a) Strings b) real numbers c) true
d) False e) names