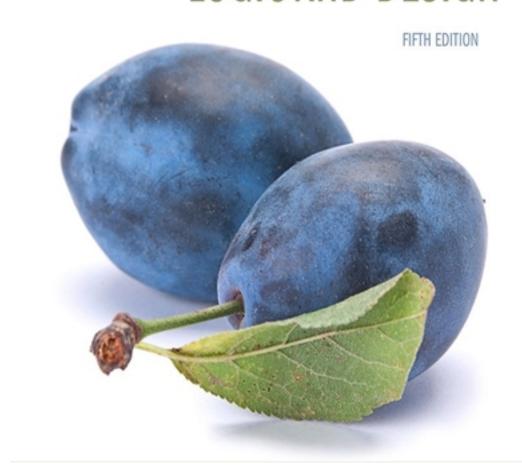
Test Bank for Starting Out with Programming Logic and Design 5th Edition by Gaddis

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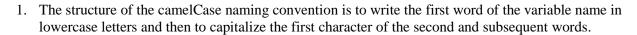
PROGRAMMING LOGICAND DESIGN



Test Bank

Starting Out with Programming Logic and Design 5e (Gaddis) Chapter 2 Input, Processing, and Output

TRUE/FALSE



ANS: T

2. The following two expressions will always yield identical results:

$$(a + b) / c$$

 $a + b / c$

ANS: F

3. An uninitialized variable is a variable that has been declared and automatically initialized to zero.

ANS: F

4. A sequence of characters that is used as data is called a string.

ANS: T

5. In a flowchart the symbol that represents an assignment statement is an oval.

ANS: F

6. Pseudocode is often used to plan out a program because the programmer does not have to worry about syntax rules.

ANS: T

7. A variable is a storage location in memory that is represented by a name and can hold different values during the execution of the program.

ANS: T

8. In a mathematical expression, addition and subtraction will be evaluated before multiplication.

ANS: F

9. Variable names cannot include spaces.

ANS: T

10. The variable name myBookTitle is written in camelCase convention.

ANS: T

11. Flowcharts and pseudocode documents are the same thing.

ANS: F

MUL	TIPLE CHOICE	2						
1.	Which of the fol running?	lowing erro	or types proc	luces incorre	ect results bu	ıt does not p	prevent the program from	
	a. syntax	b.	logic	c.	human	d.	grammar	
	ANS: B							
2.	The program devided be found in the program and the program are the program and the program are the program ar		cycle is mad	e up of	step	os that are re	epeated until no errors can	
	a. five	b.	four	c.	three	d.	two	
	ANS: A							
3.	is the informal language used by programmers to create models of programs.							
	a. Flowchartin				Algorithm			
	b. Pseudocode			d.	Source cod	e		
	ANS: B							
4.	A(n)	_ is a diag	am that grap	phically dep	icts the steps	that take pl	ace in a program.	
	a. flowchartb. algorithm				pseudocode code list	e document		
	ANS: A			u.	code list			
5.	Theappear.	_structure (consists of a	set of stater	nents that ex	ecute in the	order in which they	
	a. control	b.	decision	c.	repetition	d.	sequence	
	ANS: D							
6.	A(n)	_ symbol i	s used for an	assignment	t statement ii	n a flowchai	t .	
	a. parallelogra	m			processing			
	b. oval			d.	triangle			
	ANS: C							
7.	The	_ operator i	s used to rai	se 5 to the se	econd power	: .		
	a. MOD	b.	*	c.	^	d.	/	
	ANS: C							
8.	What is the value of the following expression?							
	12 - 4 *	3 / 2 +	- 9					
	a. 21	b.	15	c.	-6	d.	2.18	

	ANS: B						
9.	What is the value of the following expression?	1					
	(12 - 4) * 3 / 2 + 9						
	a. 21 b. 15	c.	-6	d. 2.18			
	ANS: A						
10.	Which of the following is <i>not</i> a variable data t	ype?					
	a. Integerb. Real		Numeral String				
	ANS: C						
11.	A(n) is a name that represents a vecution.	alue	which cannot be cha	anged during the program's			
	a. uninitialized variable		input variable				
	b. named constant	d.	named variable				
	ANS: B						
12.	The process of stepping through each of a progstatement does is known as	gram	's statements, one by	one, to see what each			
	a. debugging		hand tracing				
	b. executing	d.	bug checking				
	ANS: C						
13.	The following is an example of a(n)	st	tatement.				
	Set rate = 6.25						
	a. declaration		output				
	b. input	a.	assignment				
	ANS: D						
14.	Which of the following is <i>not</i> an actual progra	mmi	ng language?				
	a. C++ b. Python	c.	Pseudocode	d. Java			
	ANS: C						
15.	What is the first step of the program development cycle?						
	a. write the code		test executable cod				
	b. design the program	d.	correct syntax erro	ors			
	ANS: B						
16.	What term is used for a string that appears in t	at term is used for a string that appears in the actual code of a program?					
	a. string literal	C.	str				
	b. virtual string	d.	any of these				
	ANS: A						

17.	What symbol is used to mark the beginning and end of a string?								
	a. a slash (/)b. an asterisk (*)		a quote mark (") a semicolon (;)						
	ANS: C								
18.	A variable declaration typically specifies the variable's and								
	a. name, valueb. data type, value		number, name name, data type						
	ANS: D								
19.	Which of the following would cause an error in a program?								
	 a. attempting to store a floating-point value in a variable with Integer data type b. attempting to store a floating-point value in a variable with String data type c. attempting to store an integer in a variable with String data type d. All of these would cause errors. 								
	ANS: D								
20.	What is the value of the variable result in the following expression?								
	Set result = 6 + 8 * 4 / 2								
	a. 22 b. 7	c. 2	28	d.	10				
	ANS: A								
21.	What is the value of the variable result in the following expression? Set result = (6 + 8) * 4 / 2								
	a. 22 b. 7	c. 2	28	d.	10				
	ANS: C								
22.	What is the value of the variable result in the following expression? Set result = (6 + 8) / 4 * 2								
	a. 22 b. 7	c. 2	28	d.	10				
	ANS: B								
23.	What is the error in the following pseudocode	e?							
23.	Display "What is your name?" Input userName Declare String userName								
	a. userName is an invalid variable name.b. The Input statement should be the first statement.c. userName has been used before it is declared.d. There is no error.								
	ANS: C								
24.	What is the error in the following pseudocode	e?							

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Declare String user Display "How many widgets do you want to buy?" Input user

- a. user is an invalid variable name for this code.
- b. The Input statement should be the first statement.
- c. user has been used before it is declared.
- d. The input is a number, not a string.

ANS: D

25. What is the error in the following pseudocode?

Declare Integer widgets Declare Real cost Set widgets = 3.5 Set cost = widgets * 5

- a. widgets is an invalid variable name for this code.
- b. You cannot mix a Real variable and an Integer variable in a program.
- c. widgets has been declared as an Integer and cannot hold a floating-point value.
- d. There is no error.

ANS: C

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M	MPLETION				
1.	To means to correct code that causes errors.				
	ANS: debug				
2.	A set of well-defined logical steps that must be taken to perform a task is known as a(n)				
	ANS: algorithm				
3.	A(n) symbol is used to represent input and output steps in a flowchart for a program.				
	ANS: parallelogram				
4.	The operator performs division and returns the remainder.				
	ANS: modulus				
5.	A variable statement specifies a variable's name and data type.				
	ANS: declaration				
6.	documentation includes comments the programmer places in the code to explain how different parts of the program work.				
	ANS: Internal				
7.	comments take up several lines and are used for lengthy explanations of parts of a program.				

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	ANS: Block
8.	A(n) statement can be used to initialize multiple variables.
	ANS: declaration
9.	In a mathematical expression such as 57 * 6, the values 57 and 6 are called
	ANS: operands
10.	When a mathematical calculation is performs, the result of the calculation is normally stored in a
	ANS: variable
11.	A program's will typically display the result of the process or processes that it has performed.
	ANS: output
12.	To determine a program's requirements, you must determine the pieces of data required for the program to complete its task.
	ANS: input