The basic commands that a computer performs are ____, and performance of arithmetic and logical operations.

Selected Answer: [None Given]

Answers:  
- input, file  
- input, output, storage  
- output, folder  
- storage, directory

**Question 2**

0 out of 1 points

Main memory is called ____.

Selected Answer: [None Given]

Answers:  
- random access memory  
- random read only memory  
- read and write memory  
- read only memory

**Question 3**

0 out of 1 points

The ____ is the brain of the computer and the single most expensive piece of hardware in your personal computer.

Selected Answer: [None Given]

Answers:  
- MM  
- CPU  
- ROM  
- RAM
• **Question 4**

0 out of 1 points

The ____ carries out all arithmetic and logical operations.

Selected Answer: [None Given]

Answers: IR
PC
√ ALU
CU

• **Question 5**

0 out of 1 points

The ____ holds the instruction currently being executed.

Selected Answer: [None Given]

Answers: CU
√ IR
ALU
PC

• **Question 6**

0 out of 1 points

Main memory is an ordered sequence of items, called ____.

Selected Answer: [None Given]

Answers: pixels
addresses
√ memory cells
registers
- **Question 7**

0 out of 1 points

The devices that feed data and programs into computers are called ____ devices.

Selected Answer: ✗ [None Given]

Answers:

- input
- secondary
- output
- entry

- **Question 8**

0 out of 1 points

The devices that the computer uses to display results are called ____ devices.

Selected Answer: ✗ [None Given]

Answers:

- entry
- output
- input
- exit

- **Question 9**

0 out of 1 points

When the power is switched off, everything in ____ is lost.

Selected Answer: ✗ [None Given]

Answers:

- main memory
- hard disks
- secondary storage
- floppy disks
• **Question 10**

0 out of 1 points

_____ programs perform a specific task.

Selected Answer: [None Given]

Answers:
- Operating
- Application
- System
- Service

• **Question 11**

0 out of 1 points

The _____ monitors the overall activity of the computer and provides services.

Selected Answer: [None Given]

Answers:
- arithmetic logic unit
- operating system
- Central Processing Unit
- control unit

• **Question 12**

0 out of 1 points

Which of the following is NOT an output device?

Selected Answer: [None Given]

Answers:
- monitor
- printer
- CPU
- secondary storage
• **Question 13**

0 out of 1 points

_____ represent information with a sequence of 0s and 1s.

Selected Answer: ✗[None Given]

Answers:  
- Digital signals
- Analog signals
- System programs
- Application programs

• **Question 14**

0 out of 1 points

A sequence of eight bits is called a ____.

Selected Answer: ✗[None Given]

Answers:  
- double
- character
- byte
- binary digit

• **Question 15**

0 out of 1 points

The digit 0 or 1 is called a binary digit, or ____.

Selected Answer: ✗[None Given]

Answers:  
- hexcode
- Unicode
- bit
- bytecode
- **Question 16**

  0 out of 1 points

  The term GB refers to ____.
  
  Selected Answer: ❌[None Given]
  
  Answers:  
  - gigabyte
  - giant byte
  - group byte
  - great byte

- **Question 17**

  0 out of 1 points

  A program called a(n) ____ translates instructions written in high-level languages into machine code.
  
  Selected Answer: ❌[None Given]
  
  Answers:  
  - decoder
  - assembler
  - linker
  - compiler

- **Question 18**

  0 out of 1 points

  A program called a(n) ____ combines the object program with the programs from libraries.
  
  Selected Answer: ❌[None Given]
  
  Answers:  
  - assembler
  - compiler
  - decoder
  - linker
  - linker
• **Question 19**

0 out of 1 points

Consider the following C++ program.
```cpp
#include <iostream>
using namespace std;
int main()
{
    cout << "Hello World "
    return 0;
}
```

In the `cout` statement, the missing semicolon in the code above will be caught by the ____.

Selected Answer: [None Given]

Answers: editor
assembler
compiler
control unit

• **Question 20**

0 out of 1 points

A program that loads an executable program into main memory is called a(n) ____.

Selected Answer: [None Given]

Answers: linker
loader
compiler
assembler

• **Question 21**

0 out of 1 points

A step-by-step problem-solving process in which a solution is arrived at in a finite amount of
time is called a(n) ____.
Selected Answer: [None Given]
Answers: design
linker
algorithm
analysis

- **Question 22**

0 out of 1 points

To develop a program to solve a problem, you start by ____.
Selected Answer: [None Given]
Answers: analyzing the problem
designing the algorithm
implementing the solution in C++
entering the solution into a computer system

- **Question 23**

0 out of 1 points

Dividing a problem into smaller subproblems is called ____ design.
Selected Answer: [None Given]
Answers: OOD
analog
top-down refinement
structured

- **Question 24**

0 out of 1 points
A(n) ____ consists of data and the operations on those data.

Selected Answer: [None Given]

Answers: compiler
         disk
         interpreter
         object

- **Question 25**

0 out of 1 points

In C++, the mechanism that allows you to combine data and operations on the data into a single unit is called a(n) ____.

Selected Answer: [None Given]

Answers: algorithm
         object
         function
         class

- **Question 26**

0 out of 1 points

The programming language C++ evolved from ____.

Selected Answer: [None Given]

Answers: BASIC
         assembly
         C+
         C