

Review Questions

1. The most basic circuitry-level computer language is_____
 - a. machine language
 - b. Java
 - c. high-level language
 - d. C++

2. Languages that let you use an easily understood vocabulary of descriptive terms, such as read, write, or add, are known as_____
 - a. procedural languages.
 - b. high-level
 - c. machine
 - d. object-oriented

3. The rules of a programming language constitute its_____
 - a. syntax
 - b. logic
 - c. format
 - d. objects

4. A _____ translates high-level language statements into machine code.
 - a. programmer
 - b. syntax detector
 - c. compiler
 - d. decipherer

5. Named computer memory locations are called_____
 - a. compilers
 - b. variables
 - c. addresses
 - d. appellations

6. The individual operations used in a computer program are often grouped into logical units called_____

- a. procedures
- b. variables
- c. constants
- d. logistics

7. Envisioning program components as objects that are similar to concrete objects in the real world is the hallmark of_____

- a. command-line operating systems
- b. procedural programming
- c. object-oriented programming
- d. machine languages

8. The values of an object's attributes are known as its_____

- a. state
- b. orientation
- c. methods
- d. condition

9. An instance of a class a(n) is _____

- a. method
- b. procedure
- c. object
- d. case

10. Java is architecturally_____

- a. neutral
- b. oriented
- c. specific
- d. abstract