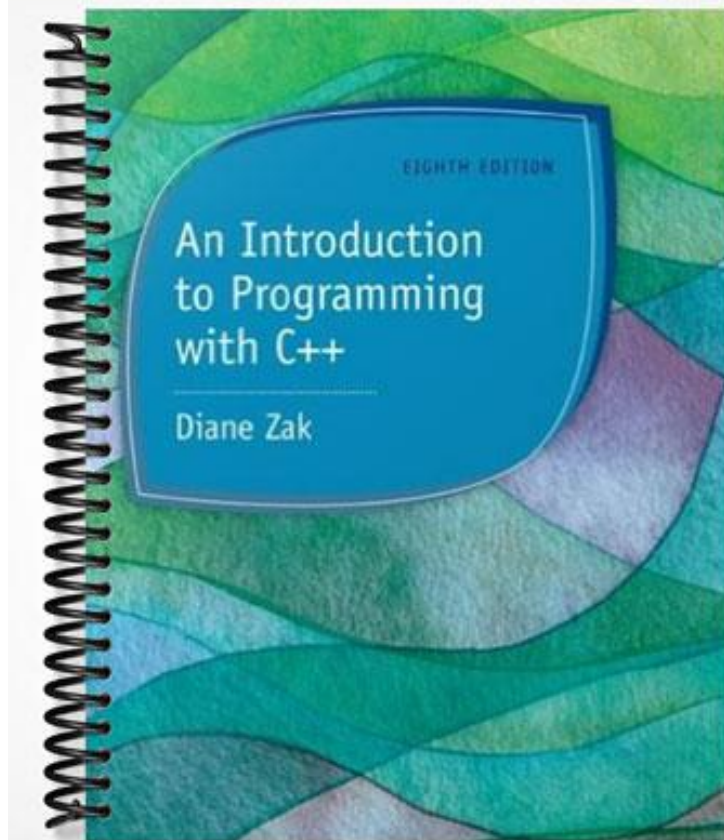


TEST BANK



ch02

True/False

Indicate whether the statement is true or false.

- ___ 1. A computer program is considered to be a solution to a problem, but one that is implemented with a computer.
- ___ 2. The purpose of analyzing a problem is to determine the goal of solving the problem, and the items that are needed to achieve that goal.
- ___ 3. When analyzing a problem, you always search first for the input, and then for the output.
- ___ 4. When planning the algorithm, you must create both a flowchart and pseudocode.
- ___ 5. A problem can have more than one solution.
- ___ 6. Though you may have solved a problem similar to the one you are solving now, you should avoid using that problem's algorithm to solve the current problem.
- ___ 7. You can desk-check an algorithm using its pseudocode but not its flowchart.
- ___ 8. Most algorithms end with an instruction to print, display, or store the output items.
- ___ 9. Pseudocode is a standardized language for writing algorithms.
- ___ 10. It is a good practice to be consistent when referring to the input, output, and processing items in the IPO chart.
- ___ 11. The final step in the problem-solving process is to implement the program.
- ___ 12. As a programmer, it is important to distinguish between information that truly is missing in the problem specification, and information that simply is not stated, explicitly, in the problem specification.
- ___ 13. After the instruction to enter the input items, you usually provide instructions to process those items, typically by performing some calculations on them, to achieve the problem's required results.
- ___ 14. Let's say you have not solved a similar problem to the one you are working on and you cannot find a portion of an existing algorithm that you can use. You can reasonably conclude that not enough information is present in the problem specification for you to solve it.
- ___ 15. You can use a desk-check table to help you desk-check an algorithm. The table should contain one column for each input item shown in the IPO chart, but, to avoid confusion, should not contain any columns for the output items.
- ___ 16. The term "data-checking" means that you use pencil and paper, along with sample data, to walk through each of the steps in the algorithm manually, just as if you were the computer.
- ___ 17. When the programmer is satisfied that the algorithm is correct, he or she then translates the algorithm into a language that the computer can understand. Programmers refer to this step as tracing the algorithm.
- ___ 18. Most algorithms begin with an instruction that enters the input items into the computer.
- ___ 19. During the planning step, programmers write the steps that will transform the input into the output.
- ___ 20. As with the output, the input typically is stated as nouns and adjectives in the problem specification.
- ___ 21. Before you begin the desk-check, you first choose a set of sample data for the output values.

- ___ 22. Pseudocode is a tool programmers use to help them test an algorithm.
- ___ 23. Algorithms use standardized symbols to show the steps the computer needs to take to accomplish the program's goal.
- ___ 24. After analyzing the problem, you start planning an algorithm.
- ___ 25. Asymmetric data is data that the program is not expecting the user to enter.

Multiple Choice

Identify the choice that best completes the statement or answers the question.

- ___ 26. The first step in solving a familiar problem is to ___ the problem.
- | | |
|-------------|----------------|
| a. minimize | c. deconstruct |
| b. analyze | d. transform |
- ___ 27. Which of the following is the correct order of the problem solving process, from the first to the last?
- | |
|--|
| a. review, plan, implement, modify, evaluate |
| b. review, plan, evaluate, implement, modify |
| c. plan, review, implement, evaluate, modify |
| d. plan, implement, evaluate, review, modify |
- ___ 28. A coded algorithm is called a ___.
- | | |
|---------------|--------------|
| a. calculator | c. solution |
| b. program | d. processor |
- ___ 29. Programmers refer to the goal as the ____, and the items needed to achieve the goal as the ___.
- | | |
|------------------|-----------------|
| a. input, output | c. growth, seed |
| b. output, input | d. seed, growth |
- ___ 30. An algorithm is ___.
- | |
|---|
| a. a group of unrelated problems joined together to form a cluster |
| b. a complete analysis of the problem and the possible solutions |
| c. the necessary input for solving a problem |
| d. a set of step-by-step instructions that transforms the problem's input into its output |
- ___ 31. A ___ item represents an intermediate value that the algorithm uses when transforming the input into the output.
- | | |
|-------------|---------------|
| a. temp | c. processing |
| b. variable | d. passover |
- ___ 32. In programming terms, a numbered list of steps is called ___.
- | | |
|---------------|------------------|
| a. pseudocode | c. desk-checking |
| b. code | d. precode |
- ___ 33. A(n) ___ uses symbols to show the steps the computer needs to take to accomplish the program's goal.
- | | |
|--------------------|--------------|
| a. algorithm | c. diagram |
| b. hierarchy chart | d. flowchart |
- ___ 34. The different symbols in a flowchart are connected with lines called ___.
- | | |
|---------------|--------------|
| a. connectors | c. flowlines |
| b. markers | d. pointers |
- ___ 35. The oval symbol in a flowchart is called the ___ symbol.
- | | |
|-----------------|-----------------|
| a. start/stop | c. intermediary |
| b. input/output | d. terminal |
- ___ 36. The rectangles in a flowchart are called ___ symbols.
- | | |
|-----------------|------------|
| a. intermediary | c. process |
| b. terminal | d. space |

- ___ 37. You analyze the problem to determine the goal of solving the problem, that is, the ____.
- a. input
 - b. algorithm
 - c. answer
 - d. output
- ___ 38. The input and output typically are stated as ____ and ____ in the problem specification.
- a. nouns, adjectives
 - b. verbs, adjectives
 - c. adverbs, nouns
 - d. adverbs, verbs
- ___ 39. Programmers use a(n) ____ chart to organize and summarize the results of a problem analysis.
- a. IPO
 - b. hierarchy
 - c. I/O
 - d. PPO
- ___ 40. The ____ step is the most difficult of the problem-solving steps, primarily because most problem specifications contain either too much information or too little information.
- a. analysis
 - b. plan
 - c. review
 - d. implement
- ___ 41. Giving directions to someone, and writing down each direction on paper in your own words is an example of ____.
- a. a flowchart
 - b. pseudocode
 - c. an IPO chart
 - d. an input
- ___ 42. The input/output symbol in a flowchart is represented by a ____.
- a. circle
 - b. square
 - c. triangle
 - d. parallelogram
- ___ 43. ____ data is data that the programmer is expecting the user to enter.
- a. Invalid
 - b. Valid
 - c. Symmetric
 - d. Asymmetric
- ___ 44. During the ____ step, programmers write the steps that will transform the input into the output.
- a. modifying
 - b. planning
 - c. review
 - d. evaluate
- ___ 45. ____ refers to translating the algorithm into a language that the computer can understand.
- a. Compiling
 - b. Loading
 - c. Coding
 - d. Debugging
- ___ 46. Before you begin the desk-check, you first choose a set of sample data for the ____ values.
- a. input
 - b. processing
 - c. terminal
 - d. output
- ___ 47. You can draw an IPO chart by hand or by using the ____ feature in a Word processor.
- a. IPO
 - b. chart
 - c. table
 - d. draw
- ___ 48. In response to the question “What is your hourly rate”, a user of a program enters \$10,000. A good program should treat this as ____.
- a. valid data
 - b. invalid data
 - c. unreasonable data
 - d. unethical data
- ___ 49. The question “What information will the computer need to know to print, display, or store the output items?” will help you determine the ____.
- a. input
 - b. output
 - c. processing
 - d. algorithm
- ___ 50. Desk-checking, also called ____, means that you use pencil and paper, along with sample data, to walk through each of the steps in an algorithm manually, just as if you were the computer.
- a. pencil pushing
 - b. hand-verification
 - c. table-top checking
 - d. hand-tracing

ch02
Answer Section

TRUE/FALSE

1.	ANS: T	PTS: 1	REF: 39
2.	ANS: T	PTS: 1	REF: 40
3.	ANS: F	PTS: 1	REF: 40
4.	ANS: F	PTS: 1	REF: 46
5.	ANS: T	PTS: 1	REF: 46
6.	ANS: F	PTS: 1	REF: 46
7.	ANS: F	PTS: 1	REF: 49
8.	ANS: T	PTS: 1	REF: 44
9.	ANS: F	PTS: 1	REF: 45
10.	ANS: T	PTS: 1	REF: 45
11.	ANS: F	PTS: 1	REF: 40
12.	ANS: T	PTS: 1	REF: 42
13.	ANS: T	PTS: 1	REF: 43
14.	ANS: F	PTS: 1	REF: 48
15.	ANS: F	PTS: 1	REF: 49
16.	ANS: F	PTS: 1	REF: 40
17.	ANS: F	PTS: 1	REF: 40
18.	ANS: T	PTS: 1	REF: 43
19.	ANS: T	PTS: 1	REF: 54
20.	ANS: T	PTS: 1	REF: 41
21.	ANS: F	PTS: 1	REF: 49
22.	ANS: F	PTS: 1	REF: 45
23.	ANS: F	PTS: 1	REF: 45
24.	ANS: T	PTS: 1	REF: 43
25.	ANS: F	PTS: 1	REF: 51

MULTIPLE CHOICE

26.	ANS: B	PTS: 1	REF: 38
27.	ANS: C	PTS: 1	REF: 39
28.	ANS: B	PTS: 1	REF: 40
29.	ANS: B	PTS: 1	REF: 40
30.	ANS: D	PTS: 1	REF: 43
31.	ANS: C	PTS: 1	REF: 44
32.	ANS: A	PTS: 1	REF: 45
33.	ANS: D	PTS: 1	REF: 45
34.	ANS: C	PTS: 1	REF: 46
35.	ANS: A	PTS: 1	REF: 46
36.	ANS: C	PTS: 1	REF: 46
37.	ANS: D	PTS: 1	REF: 40
38.	ANS: A	PTS: 1	REF: 41

39.	ANS: A	PTS: 1	REF: 41
40.	ANS: A	PTS: 1	REF: 42
41.	ANS: B	PTS: 1	REF: 45
42.	ANS: D	PTS: 1	REF: 46
43.	ANS: B	PTS: 1	REF: 51
44.	ANS: B	PTS: 1	REF: 54
45.	ANS: C	PTS: 1	REF: 54
46.	ANS: A	PTS: 1	REF: 49
47.	ANS: C	PTS: 1	REF: 41
48.	ANS: B	PTS: 1	REF: 51
49.	ANS: A	PTS: 1	REF: 41
50.	ANS: D	PTS: 1	REF: 40