|  |
| --- |
| True / False |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1. Software consists of programs, which are sets of instructions telling you how to use the computer.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 2. System software includes software such as the operating system.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 3. The first step in the program development process is design.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 4. Problem specifications often include the desired output of the program in terms of what is to be displayed, saved, or printed.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 5. During the first phase of software development, you should make sure you understand the problem definition.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 6. Procedural and object-oriented are the two commonly used design methods.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 7. Classes and class diagrams are used most often with the structured procedural approach to software development.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 8. IDE stands for Integrated Development Environment.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 9. The rule that every statement should end with a semicolon is an example of a syntax rule.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 10. The iterative approach in the software development process indicates that the application will never be fully developed.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 11. C# is considered native code.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 12. Good programmers often build test plans while they are in the implementation stage.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 13. Procedural programming is also called structured programming.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 14. As far as the compiler is concerned, you could actually type the entire program without touching the Enter key.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 15. Comments are considered instructions to the computer.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 16. At the beginning of a program, comments are often written to identify how many pages are included in the program listing.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 17. A forward slash followed by an asterisk /\* marks the beginning of an in-line comment.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 18. The Framework Class Library (FCL) consists of more than 2,000 classes.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 19. The System namespace contains classes that define commonly used types or classes.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 20. Since C# is an object-oriented language, everything is designed around a class.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 21. In C#, it is tradition to name the file containing the class the same name as the class name, except the file name will have a .c# extension affixed to the end of the name.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 22. A method call is the same as a method declaration.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 23. Semicolons are placed at the end of method headings.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 24. Several third-party vendors are also marketing .NET-compliant languages.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 25. The Visual Studio IDE is an interactive environment that enables you to type the source code, compile, and execute without leaving the IDE program.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 26. IDEs include a number of useful development tools such as SensitiveWindows, pop-up windows with completion options.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 27. Misspelling a name or forgetting to end a statement with a semicolon are examples of runtime errors.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | |

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| 28. Prototypes range from being elaborate designs created with graphics, word processing, or paint programs, to being quite cryptic sketches created with paper and pencil.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 29. Each instruction statement has a semantic meaning—a specific way in which it should be used.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| 30. Xamarin is included with the latest version of Visual Studio. ​   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | |

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| --- |
| Multiple Choice |

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| 31. Using the object-oriented approach, a(n) \_\_\_\_  is a combined set of attributes and actions.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | algorithm | b. | prototype | |  | c. | abstraction | d. | class |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 32. The compiler is responsible for \_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | translating  high-level programming language into machine-readable form | |  | b. | controlling the operation of the system | |  | c. | producing output from programming language such as C# | |  | d. | producing UML diagrams during the design phase |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 33. During which phase of software development should questions be asked to clarify the problem definition?   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | analysis | b. | design | |  | c. | coding | d. | testing |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 34. Packaging data characteristics and behaviors into a class is called \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | inheritance | b. | instantiation | |  | c. | encapsulation | d. | classes |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 35. If you write a program and, instead of multiplying two values together as intended, you divide one value by the other, you produce a(n) \_\_\_\_ error.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | syntax | b. | analysis | |  | c. | logic | d. | design |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 36. The set of rules that a language such as C# has to follow are called \_\_\_\_ rules.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | syntax | b. | semantic | |  | c. | compiler | d. | language |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 37. The first step found in most software development methodologies is \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | design | b. | analysis | |  | c. | code | d. | desk check |  |  |  | | --- | --- | | *ANSWER:* | b | |

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| 38. The diagram used in object-oriented development to show the characteristics and behaviors of a class is a(n) \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | flowchart | b. | structure chart | |  | c. | class diagram | d. | UML |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 39. What object-oriented feature enables you to define subclasses that share some of the characteristics of other classes?   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | encapsulation | b. | polymorphism | |  | c. | abstraction | d. | inheritance |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 40. A(n) \_\_\_\_ version of software has not been fully tested and may still contain bugs or errors.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | alpha | b. | maintenance | |  | c. | bug | d. | beta |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 41. On a class diagram, the minus symbol shown beside the data member indicates the member is \_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | accessible to any methods that use the class | |  | b. | a behavior of the data | |  | c. | public | |  | d. | private |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 42. When should test plans be developed?   |  |  |  | | --- | --- | --- | |  | a. | During the analysis and design phases | |  | b. | After the solution has been designed | |  | c. | During the implementation phase | |  | d. | After the solution has been coded |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 43. One class predefined as part of  .NET is \_\_\_\_*.*   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | System | b. | Console | |  | c. | namespace | d. | main |  |  |  | | --- | --- | | *ANSWER:* | b | |

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| 44. In a C# program, namespace is used to \_\_\_\_*.*   |  |  |  | | --- | --- | --- | |  | a. | display information on the monitor | |  | b. | identify where the program begins | |  | c. | add a reference to the most common classes in .NET | |  | d. | group functionally related types under a single name |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 45. In Visual Studio .NET, the feature that attempts to sense what you are going to type before you type it is called \_\_\_\_*.*   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Help | b. | Tools | |  | c. | IntelliSense | d. | ToolTip |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 46. Which of the following would display "Good day!" on the screen?   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | WriteLine.Console("Good day!"); | b. | Console.WriteLine["Good day!"]; | |  | c. | WriteLine.Console{"Good day!"}; | d. | Console.WriteLine("Good day!"); |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 47. Comments that use two forward slashes are called \_\_\_\_*.*   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | block | b. | multiline | |  | c. | XML | d. | inline |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 48. Program execution halts in a C# program when \_\_\_\_*.*   |  |  |  | | --- | --- | --- | |  | a. | the last line in the program listing is executed | |  | b. | the last statement in Main( ) is executed | |  | c. | the stop statement is encountered | |  | d. | the Exit command from the File menu is selected |  |  |  | | --- | --- | | *ANSWER:* | b | |

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| 49. A(n) \_\_\_\_ is a collection of one or more program statements combined to perform some action.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | class | b. | object | |  | c. | method | d. | field |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 50. A quick way to identify a method is by looking for \_\_\_\_*.*   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | the keyword class | b. | the { } combination | |  | c. | parentheses | d. | a namespace |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 51. Console is a \_\_\_\_ and WriteLine( ) is a \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | method, class | b. | namespace, method | |  | c. | class, namespace | d. | class, method |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 52. WriteLine( ) differs from Write( ) in that \_\_\_\_*.*   |  |  |  | | --- | --- | --- | |  | a. | WriteLine( ) does not automatically advance to the next line | |  | b. | smaller items are printed using Write( ) | |  | c. | WriteLine( ) was added in later releases of C# | |  | d. | WriteLine( ) advances to the next line after it finishes displaying output |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 53. Which character is called the escape character in C#?   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | # | b. | Esc | |  | c. | \ | d. | ' |  |  |  | | --- | --- | | *ANSWER:* | c | |

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| 54. Given the following output statement, what would be displayed?                                       Console.Write("Ok\\ \"I\'m sure\"");   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | "Ok\\ \"I\'m sure\"" | b. | Ok\ "I'm sure" | |  | c. | Ok "I'm sure" | d. | Ok I'm sure |  |  |  | | --- | --- | | *ANSWER:* | b | |

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| 55. Which method of the Console class allows multiple characters to be input via the keyboard?   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Write( ) | b. | Read( ) | |  | c. | Input( ) | d. | ReadLine( ) |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 56. An IDE enables you to \_\_\_\_*.*   |  |  |  | | --- | --- | --- | |  | a. | type your program statements into an editor | |  | b. | debug an application | |  | c. | compile an application | |  | d. | all of the above |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 57. The compiler checks for \_\_\_\_*.*   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | semantic violations | b. | files that are too large | |  | c. | debugger options | d. | syntax rule violations |  |  |  | | --- | --- | | *ANSWER:* | d | |

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| 58. Run-time errors are more difficult to find than syntax errors because \_\_\_\_*.*   |  |  |  | | --- | --- | --- | |  | a. | the program may compile and produce results with a run-time error | |  | b. | run-time errors are violations in the rules of the language | |  | c. | the program can never run if it has a run-time error | |  | d. | the program will never stop if it has a run-time error |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 59. \_\_\_\_ is normally part of the analysis phase of software development.   |  |  |  | | --- | --- | --- | |  | a. | Making sure you understand the problem definition | |  | b. | Designing a prototype of the desired output | |  | c. | Coding the solution using an algorithm | |  | d. | Developing an algorithm to solve the problem |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| 60. Which of the following statements would produce the output shown here?                                      Live                                      Life to the     fullest   |  |  |  | | --- | --- | --- | |  | a. | Console.WriteLine("Live\nLife to the \tfullest"); | |  | b. | Console.WriteLine("Live Life to the     fullest"); | |  | c. | Console.WriteLine("Live                               Life to the     fullest"); | |  | d. | Console.WriteLine("Live\\nLife to the \\tfullest"); |  |  |  | | --- | --- | | *ANSWER:* | a | |

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| --- |
| Completion |

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| 61. C# has a set of rules, called \_\_\_\_\_\_\_\_\_, that must be followed.   |  |  | | --- | --- | | *ANSWER:* | syntax | |

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| 62. The \_\_\_\_\_\_\_\_\_ identifies the range of the values an  input item includes.   |  |  | | --- | --- | | *ANSWER:* | domain | |

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| 63. When you use the \_\_\_\_\_\_\_\_\_\_\_\_ approach to solving a problem, you break the problem into subtasks.   |  |  | | --- | --- | | *ANSWER:* | divide and conquer | |

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| 64. Using the \_\_\_\_\_\_\_\_\_ approach, the focus is on determining the data characteristics and the methods or behaviors that operate on the data.   |  |  | | --- | --- | | *ANSWER:* | object-oriented | |

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| 65. A(n) \_\_\_\_\_\_\_\_\_\_\_\_ is a mock-up of screens depicting the look of the final output.   |  |  | | --- | --- | | *ANSWER:* | prototype | |

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| 66. An object is a(n) \_\_\_\_\_\_\_\_ of the class.   |  |  | | --- | --- | | *ANSWER:* | instance | |

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| 67. The most important and frequently used \_\_\_\_\_\_\_\_\_\_ is System.   |  |  | | --- | --- | | *ANSWER:* | namespace | |

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| 68. A(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_ is a user-supplied or user-created name.   |  |  | | --- | --- | | *ANSWER:* | identifier | |

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| 69. The  method \_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the entry point for all applications. This is where the program begins execution.   |  |  | | --- | --- | | *ANSWER:* | Main( ) | |

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| 70. A(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_  is a clear, unambiguous, step-by-step process for solving a problem.   |  |  | | --- | --- | | *ANSWER:* | algorithm | |

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| 71. A(n) \_\_\_\_\_\_\_\_\_\_\_ is a collection of one or more statements combined to perform an action.   |  |  | | --- | --- | | *ANSWER:* | method | |

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| 72. Windows 10, Android, iOS, and Linux are types of \_\_\_\_\_\_\_\_\_\_\_\_\_.   |  |  | | --- | --- | | *ANSWER:* | system software  operating system software | |

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| 73. The Framework Class Library (FCL) includes a number of different \_\_\_\_\_\_\_\_\_\_.   |  |  | | --- | --- | | *ANSWER:* | namespaces | |

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| 74. \_\_\_\_\_\_\_\_\_\_\_ marks the end of a block comment.   |  |  | | --- | --- | | *ANSWER:* | \*/ | |

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| 75. Programmers commonly verify that their design is correct by doing a(n) \_\_\_\_\_\_\_\_\_\_\_\_\_.   |  |  | | --- | --- | | *ANSWER:* | desk check | |