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

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 47. Comments that use two forward slashes are called \_\_\_\_*.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | block | b.  | multiline |
|   | c.  | XML | d.  | inline |

|  |  |
| --- | --- |
| *ANSWER:* | d |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 51. Console is a \_\_\_\_ and WriteLine( ) is a \_\_\_\_.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | a.  | method, class | b.  | namespace, method |
|   | c.  | class, namespace | d.  | class, method |

|  |  |
| --- | --- |
| *ANSWER:* | d |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

 |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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\"");

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| --- | --- | --- | --- | --- |
|   | a.  | "Ok\\ \"I\'m sure\"" | b.  | Ok\ "I'm sure" |
|   | c.  | Ok "I'm sure" | d.  | Ok I'm sure |

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| --- | --- |
| *ANSWER:* | b |

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| 55. Which method of the Console class allows multiple characters to be input via the keyboard?

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|   | a.  | Write( ) | b.  | Read( ) |
|   | c.  | Input( ) | d.  | ReadLine( ) |

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| *ANSWER:* | d |

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| 56. An IDE enables you to \_\_\_\_*.*

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|   | a.  | type your program statements into an editor |
|   | b.  | debug an application |
|   | c.  | compile an application |
|   | d.  | all of the above |

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| *ANSWER:* | d |

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| 57. The compiler checks for \_\_\_\_*.*

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|   | a.  | semantic violations | b.  | files that are too large |
|   | c.  | debugger options | d.  | syntax rule violations |

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| *ANSWER:* | d |

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| 58. Run-time errors are more difficult to find than syntax errors because \_\_\_\_*.*

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|   | 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 |

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| *ANSWER:* | a |

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| 59. \_\_\_\_ is normally part of the analysis phase of software development.

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|   | 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 |

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| *ANSWER:* | a |

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| 60. Which of the following statements would produce the output shown here?                                     Live                                     Life to the     fullest

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| --- | --- | --- |
|   | 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"); |

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| *ANSWER:* | a |

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| --- |
| Completion |

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| 61. C# has a set of rules, called \_\_\_\_\_\_\_\_\_, that must be followed.

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| *ANSWER:* | syntax |

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| 62. The \_\_\_\_\_\_\_\_\_ identifies the range of the values an  input item includes.

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| *ANSWER:* | domain |

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| 63. When you use the \_\_\_\_\_\_\_\_\_\_\_\_ approach to solving a problem, you break the problem into subtasks.

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| *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.

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| *ANSWER:* | object-oriented |

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

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| *ANSWER:* | prototype |

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| 66. An object is a(n) \_\_\_\_\_\_\_\_ of the class.

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| *ANSWER:* | instance |

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| 67. The most important and frequently used \_\_\_\_\_\_\_\_\_\_ is System.

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| *ANSWER:* | namespace |

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

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| *ANSWER:* | identifier |

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| 69. The  method \_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the entry point for all applications. This is where the program begins execution.

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| *ANSWER:* | Main( ) |

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

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| *ANSWER:* | algorithm |

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

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| *ANSWER:* | method |

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| 72. Windows 10, Android, iOS, and Linux are types of \_\_\_\_\_\_\_\_\_\_\_\_\_.

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| *ANSWER:* | system softwareoperating system software |

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| 73. The Framework Class Library (FCL) includes a number of different \_\_\_\_\_\_\_\_\_\_.

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| *ANSWER:* | namespaces |

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| 74. \_\_\_\_\_\_\_\_\_\_\_ marks the end of a block comment.

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| *ANSWER:* | \*/ |

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| 75. Programmers commonly verify that their design is correct by doing a(n) \_\_\_\_\_\_\_\_\_\_\_\_\_.

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| *ANSWER:* | desk check |

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