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Programming Logic - Beginning

152-101

Unit 3 – Program Design

- ½ point for each incorrect answer

Most answers can be found in Chapter 1 of the book and/or my Unit 2 and 3 Instructor’s Notes

Review Questions and Exercises:

Fill-in-the-Blank

1. Since computers can’t be programmed in natural human language, algorithms must be written in a(n) Click and type language.
2. Click and type is the only language computers really process.
3. Click and type is information a program gathers from the outside world.
4. Click and type is information a program sends to the outside world.
5. A(n) Click and type is a set of well-defined steps for performing a task or solving a problem.
6. A(n) Click and type is a diagram that graphically illustrates the flow of a program.
7. Click and type is a cross between human language and a programming language.

Short Answer

1. Briefly describe what object-oriented programming means.
Click and type
2. Briefly describe what it means for a programming language to be event-driven.
Click and type
3. Describe the difference between a Textbox and a Label. When is it appropriate to use one or the other?
Click and type

What Do you Think?

1. What type of control does each of the following prefixes usually indicate?
2. btn Click and type
3. lbl Click and type
4. txt Click and type
5. Match the descriptions with the symbols on the right.

|  |  |
| --- | --- |
| Click and type a letter On-page connector | a.  |
| Click and type a letter Off-page connector | b.  |
| Click and type a letter Changes the contents of a variable | c.  |
| Click and type a letter Changes the appearance of the screen/form | d.  |
| Click and type a letter Begins and ends a flowchart | e.  |
|  |  |