GCSE Computing - Programming revision

Question Prompt: 1

Total Points: 1

An algorithm can be defined as...

...defined set of steps that can be used to complete a task.

...a set of steps that can be used to complete a task.

...a random set of steps that can be used to complete a task.

... an order of doing things correctly to complete something.

Question Prompt: 2

Total Points: 1

Sequence is when...

... instructions are executed one after another.

... instructions are executed one after another in a series.

... instructions are executed by the user.

... instructions are executed one after another but not always in series.

Question Prompt: 3

Total Points: 1

Selection is when...

... a program will execute instructions regardless of what the use does.

... a program will execute certain instructions based upon the users actions.

...a program will execute certain instructions based on conditions.

... a program will execute all instructions regardless of what the user does.

Question Prompt: 4

Total Points: 1

Selection statements include...

IF, THEN, ELSE & CASE

IF,ELSE & CASE

IF, THAN, ELSE & CASE

IF, THEN, ELSE, ELIF & CASE

Question Prompt: 5

Total Points: 1

In computer programming 'iteration' is used to...

... loop around and around a piece of code until the correct answer is chosen.

... loop around a piece of code until a condition is met that activates the next part of the program.

... loop around and around a piece of code until a condition is met that ends the iteration.

... loop twice around a piece of code until a condition is met that ends the iteration.

Question Prompt: 6

 1/3

Total Points: 1

A string is a data type that typically takes up 1 byte per character. Which of the following is a string?

hello world

"!$£llo world4"

"hello world

hello world"

Question Prompt: 7

Total Points: 1

An interpreter is a translator that converts high level languages into machine code. It does this by...

... working three lines at a time, checking syntax, converting to machine code and executing the code.

... working one line at a time, converting to machine code, checking syntax and executing the code.

... working one line at a time, checking syntax, converting to machine code and executing the code.

... working three lines at a time, converting to machine code, checking syntax and executing the code.

Question Prompt: 8

Total Points: 1

A compiler is a translator that converts high level programming languages into machine code. It does this by...

... working through the whole program (source code), checking the syntax, then converting to machine code and

creating an object. The object code is executed not the source code.

... working through the whole program (source code), then converting to machine code and creating an executable

object. The object code is executed not the source code.

... working through the whole program (source code) one line at a time, checking the syntax, then converting to

machine code and creating an executable object. The object code is executed not the source code.

... working through the whole program (source code), checking the syntax, then converting to machine code and

creating an executable object. The object code is executed not the source code.

Question Prompt: 9

Total Points: 1

An assembler translator...

... converts assembly language programs into machine code.

... converts programs created in any language into machine code

... converts programs created in any high level language into machine code

Question Prompt: 10

Total Points: 1

Syntax is a set of rules that defines how a program statements must be written in order for the translator to

understand them. A syntax error is...

... an error in the spelling of program statements.

... an error in the format of the program statements such as missing keywords.

... an error in the format of the program statements such as missing semi-colons or keywords spelt incorrectly.

... an error in the punctuation of program statements.