



Quiz #1 (SU5)

Introduction to Programming Languages

Name: _____

Instructions: Match the following terms on the left to their definition on the right.

1. Binary	A program that can be used to create, run and debug other programs. (Integrated Development Environment)
2. Syntax	Programs that take code written in other languages and create the 0's and 1's (the binary) that a machine will actually understand.
3. Semantics	A pattern, type, model or "way of doing". A structured approach to solving a problem.
4. Variable	This paradigm views a program as a 'smart list' of instructions.
5. Function	This "pretend code" allows a programmer to outline how a program or algorithm might work using English instead of actual code.
6. Library	Within the Imperative programming paradigm, this refers to the order in which the code will be read and processed.
7. Program	This paradigm views a program as a collection of interacting objects, each of which has its own properties and functions.
8. IDE	Refers to the meaning of words and objects that are included in a language.
9. Compilers & Interpreters	A sequence of instructions written to perform a specified task on a computer. Can be created in a variety of different paradigms.
10. Scripting Languages	A collection of code that has been given a name and that can be reused and referred to by its name.
11. Class	This paradigm allows sections of code (functions, procedures) to be called by other sections of code. [making phone calls]
12. Paradigm	A word or symbol (letter) that's meaning or value can be changed. A name and value pair.
13. Imperative Programming	Within the Imperative programming paradigm, this refers to the ability to repeat instructions, usually with a 'while' loop.
14. Sequence	This number system which uses only 0 and 1 is the primary language used by all modern computers.
15. Selection	These types of languages only allow the programmers to create code that will talk to another existing program or application.
16. Repetition	Refers to the rules of grammar, word order and punctuation that must be used by a language.
17. Procedural Programming	Within the Imperative programming paradigm, this refers to the ability of a program to make a choice, usually with an 'if' statement.
18. Object-Oriented Programming	The facts about an object or sprite.
19. Properties	A collection of functions and variables.
20. Pseudo-Code	A blueprint, pattern or template which is used to create objects in a program.