

1. \_\_\_\_\_ language use a series of binary digits (1s and 0s) or combination of numbers and letters that represent binary digits.
2. \_\_\_\_\_ level language is a programming language that is machine dependent that runs on only one particular type of computer
3. \_\_\_\_\_ language is a set of words, abbreviations, and symbols that enables a programmer to communicate instructions to a computer.
4. \_\_\_\_\_ language uses mnemonic codes or symbolic instruction codes.
5. \_\_\_\_\_ level language is an independent language can run on many different types of computers and operating system.
6. \_\_\_\_\_ language is used for writing program.
7. Assembler is needed to convert \_\_\_\_\_ language to machine language..
8. FORTAN, COBOL, Java, C++, Pascal, Ada, etc. are \_\_\_\_\_ level languages.
9. A \_\_\_\_\_ is someone who writes computer program.
10. The instructions of \_\_\_\_\_ level language are similar to those of English language.

11. A programming \_\_\_\_\_, is a way in which computer language looks at the problem to be solved.
12. Object \_\_\_\_\_ paradigm contain a series of computational steps that uses a bottom down approach which each object is identified first.
13. \_\_\_\_\_ paradigm use a logical inferencing process to produce results
14. \_\_\_\_\_ paradigm contain a series of computational steps that uses a linear / top down approach.
15. A program written in a high-level language is called \_\_\_\_\_ program.
16. The program converted into machine language by the translator is called an \_\_\_\_\_ program.
17. \_\_\_\_\_ is a computer programs that converts instructions (source program) written in one programming language to be translated to machine language.
18. \_\_\_\_\_ is a program that translates the entire source code of high-level language to machine language.
19. \_\_\_\_\_ is a program that translates source code into machine language one line at a time.
20. Both compiler and interpreter are translator programs, used to convert a \_\_\_\_\_ level language program into machine language