

27. A computer cannot do anything until it has been programmed.
28. A computer is a useless machine if its capabilities and limitations are unknown
29. A computer can think and solve problems by itself.
30. A computer usually solves problems by doing some mathematical and decision-making operations.
31. Computers do not usually make mistakes unless they break down.
32. BASIC was developed to help students
33. All high- level programs must be translated to machine code before the computer can execute them.
34. An operating system program controls input and output operations.
35. Different high- level languages suit different problems.