32. If the data is not added to the program, the computer cannot perform calculation.

33. An algorithm is a sequence of instructions used to solve a problem.

34. All high- level programs must be translated to machine code before the computer can execute them.

35. Different high- level languages suit different problems.

36. It is a must for a programmer to be helped to understand machine code.

37. A computer is a useless machine if its capabilities and limitations are unknown.

38. A computer usually solves problems by doing some mathematical and decision- making operations

39. Computers do not usually make mistakes unless they break down.

40. A computer is useless without a programmer to tell it what to do.