SC015 – Computer Science | Topic 7: Introduction to Programming | Fill in the blanks Exercise

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.

LIVEWORKSHEETS

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

LIVEWORKSHEETS