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 donot 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.

LIVEWORKSHEETS