27 . Source programs written in high- level languages have to be changed to machine code before the computer can operate on them.

28. Can a computer solve problems? Definitely not. It is a machine that carries out the procedures which the programmer gives it. It is the programmer then who solves the problems.

29. There are six steps to solve a problem.

Step 1: The programmer must be define the problem clearly.

Step 2: The programmer must formulate an algorithm.

Step 3: The programmer must translate the algorithm into a computer program.

Step 4: The programmer must then keypunch the program or give the coding sheets to the keypunch operator to do it.

Step 5: The program must then be tested.

Step 6: Add the data to the program and run the job completely.

30. Constructing an algorithm is the basic step in solving a problem.

31. Punched cards are the only way of transferring the program to the computer memory.