

Place the letter of the term that matches the description on the blank in front of the number.

- _____ 1. A document outline of what is to be solved in terms of programming a solution to a given problem.
A. Problem specification B. Top-down design C. COTS D. Adaptive maintenance
- _____ 2. Running a program with test data that represents the extreme upper and lower values.
A. Data modelling B. Boundary testing C. Event driven D. Inheritance
- _____ 3. An iterative process is one that incorporates feedback and involves an element of repetition.
A. Problem specification B. Object-oriented language C. Iterative D. Bottom-up design
- _____ 4. They use commands and instructions based on English words or phrases.
A. Procedural language B. High-level language C. Development team D. Client
- _____ 5. A detailed sequence of steps which, when followed, will accomplish a task.
A. Top-down design B. High-level language C. Algorithm D. Bottom-up design
- _____ 6. The use of comments within source code to describe what it does.
A. Software development process B. Client C. Internal commentary D. Top-down design
- _____ 7. Commercial Off The Shelf software.
A. Machine code B. Internal commentary C. COTS D. Parameter
- _____ 8. An argument of a procedure or function that represents a local variable.
A. Parameter B. Event driven C. Stepwise refinement D. Algorithm
- _____ 9. A document outlining the program requirements set by the client.
A. Legal contract B. Executable code C. Specification D. Parameter
- _____ 10. Testing of software within the development organisation.
A. Alpha testing B. Development team C. Machine code D. Data modelling
- _____ 11. Native computer code that can be understood without translation.
A. Machine code B. Development team C. Algorithm D. COTS
- _____ 12. The person responsible for analysing and determining whether a task is suitable for pursuit using a computer.
A. Systems Analyst B. Test data C. Adaptive maintenance D. Bottom-up design
- _____ 13. A pen and paper exercise to debug a program.
A. COTS B. Dry run C. Debugging D. Client
- _____ 14. A library includes code for standard algorithms that can be re-used by programmers.
A. Inheritance B. Module library C. Parameter D. High-level language
- _____ 15. A program is robust if it can cope with problems that come from outside and are not of its own making.
A. Software development process B. Stepwise refinement C. Top-down design D. Robust