

Fill in the blank with the term that is described.

- _____ 1. A collection of programs that help the computer hardware to work properly.
- _____ 2. It controls the process involved in saving and loading a particular file from disk.
- _____ 3. A computer language with instructions written in normal or everyday language.
- _____ 4. Programs which carry out the translation of a program from one computer language to another computer language.
- _____ 5. The original high level language program before it is translated by a compiler.
- _____ 6. Translates a high level language into machine code one instruction at a time.
- _____ 7. This is the name of the machine code program produced by the translation by a compiler.
- _____ 8. A phrase which appears on the screen to ask the user for input.
- _____ 9. This is an assessment of how easy something is to read.
- _____ 10. Changing each step of your refinements into the programming
- _____ 11. A mistake which causes the program to produce an unexpected result, for example, using an incorrect formula.
- _____ 12. PASCAL, COBOL, C++, ALGOL.
- _____ 13. Beginner's All-purpose Symbolic Instruction Code.
- _____ 14. A mistake in a programming function - for example PRIN instead of PRINT.
- _____ 15. A mistake in the computer's operating system program which may stop the computer working.
- _____ 16. Programs which control the operation of a computer system.
- _____ 17. A list of instructions which tell the processor what to do.
- _____ 18. ALGOL, BASIC, COBOL, LOGO, PASCAL, HTML, etc..
- _____ 19. HTML, XML, XHTML, PHP, JAVA.
- _____ 20. BASIC, COMAL, FORTRAN
- _____ 21. The processor's own language made up of binary numbers (0 and 1 only).
- _____ 22. Translates a high level language into machine code in a single operation.
- _____ 23. Can run a computer program written on one computer system on a different type of computer system without altering it.
- _____ 24. The changing of a program from one programming language into another programming language.
- _____ 25. This is the way your program looks to the person who is using it.