C++ Test 1

- 1. Which of the following is not a peripheral device?
- a. auxiliary storage device b. input device c. output device
- d. system unit e. all of the above are peripheral devices
- 2. _____ are devices that allow you to store information permanently.
 - a. Auxiliary storage devices b. Input devices c. Internal memory devices
 - d. Output devices e. RAM chips
- 3. The hardware in a microcomputer system consists of
 - a. auxiliary storage devices b. input devices c. output devices
 - d. a system unit e. all of the above
- 4. A computer's system unit contains
 - a. the ALU b. the control c. internal memory
 - d. all of the above
- 5. While the computer is on, you can both write information to and read information from a storage cell located on ______.
 - a. a RAM chip b. a ROM chip c. either a RAM chip or a ROM chip
- 6. While the computer is on, you can read information from
 - a. a RAM chip b. a ROM chip c. either a RAM chip or a ROM chip
- 7. if the computer loses power, the information stored on _____ is lost.
 - a. the RAM chips b. the ROM chips
 - c. both the RAM and ROM chips
- 8. _____ are volatile.
 - a. RAM chips b. ROM chips c. Both RAM and ROM chips
- _____-software is a collection of programs that manage the computer and its peripheral devices.
 - a. Application b. Internal memory c. Operating system d. RAM e. ROM
- 10. Which of the following is an example of an operating system?
 a. DOS
 b. UNIX
 c. Windows 95
 d. OS/2
 e. All of the above are examples of an operating system
- 11. Which of the following is not an example of application software?
 a. database
 b. spreadsheet
 c. word processor
 c. operating system
 d. programming language
- 12. The set of step-by-step directions given to a computer is called a. computerese b. commands c. collection d. program e. rules
- 13. Each 0 and 1 in memory is called a.
 - a. bit b. byte c. character d. umber
- 14.24. Using the ASCII coding scheme, how many bits are in a byte?a. 1c. 2d. 4e. 8
- 15. Lguages allow the programmer to use instructions that more closely resemble the English language.
- 16. a. Assembly b. High-level c. Low-level d. Machine
- 17. A(n) is a program that converts assembly instructions into

a. machine b. code. C. assembler d. compiler

18. In object-oriented languages, the emphasis of a program is on *how* to accomplish a task.

a. True b. False