

## ECAT Computer Science Chapter 7 Fortran 77 Online Test

Sr	Questions	Answers Choice
1	Software that translates assembly language into machine language is	A. a binary translator B. a compiler C. an assembler D. a link-loader
2	To activate an object, send	A. a message B. an instance C. a method D. an attribute
3	The highest-level language are called	A. 4GLs B. high-level C. assembly D. natural
4	After starting the solution to a problem is pseudocode, the next step would be	A. testing the program B. coding the program C. documenting the program D. translating the program
5	Error messages provided by a compiler are called	A. bug B. diagnostic C. translation D. mistakes
6	Specifying the kind of input, processing, and output required for a program occurs when	A. planning the solution B. flowcharting the problem C. coding the problem D. defining the problem
7	The language named for a French mathematician is	A. C B. Ada C. Pascal D. Modula-3
8	The ability of an object to interpret a message using its own methods is called	A. Polymorphism B. encapsulation C. inheritance D. messaging
9	The first high-level language to be introduced was	A. COBOL B. FORTRAN C. Pascal D. Ada
10	A COBOL program has how many divisions	A. four B. two C. five D. seven
11	Comments in the program itself are part of	A. compiling B. translating C. linking D. documenting
12	The process of detecting, locating and correcting logic error is called	A. desk-checking B. translating C. debugging D. documenting
13	In preparing a program, desk-checking and translation are example of	A. coding B. planning C. testing D. documentating
14	An English-like language that one can use as a program design tool is	A. BASIC B. pseudocode C. PL/I D. Pascal
15	During the development of a program, drawing a flowchart is a means to	A. plan the solution B. code the program C. define the problem D. document the problem

