

Name: \_\_\_\_\_

# Chapter 0 - Key Terms

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| 1. unique location in main memory for each cell  | A. Debugger                      |
| 2. a step-by-step problem-solving process in which a solution is arrived at in a finite amount of time   | B. Pseudocode                    |
| 3. a program that translates a program written in assembly language into an equivalent program in machine language   | C. Arithmetic Logic Unit (ALU)   |
| 4. points to the next instruction to be executed   | D. Analog Signal                 |
| 5. continuous wave form used to represent such things as sound   | E. Secondary storage             |
| 6. hardware component of a computer that carries out all arithmetic and logical operations   | F. Assembler                     |
| 7. device that stores information permanently  | G. Address                       |
| 8. the number system that a computer uses  | H. Mnemonic                      |
| 9. the binary digit 0 or 1   | I. Preprocessor                  |
| 10. sequence of eight bits   | J. Bit                           |
| 11. brain of the computer and the single most expensive piece of hardware in a personal computer   | K. Loader                        |
| 12. a program that translates instructions written in a high-level language into the equivalent machine language   | L. Main memory                   |
| 13. hardware component of the computer that fetches and decodes instructions, controls the flow of information in and out of main memory, and controls operations of the CPU's internal components | M. Compiler                      |
| 14. part of an IDE that identifies errors in the source code   | N. Central Processing Unit (CPU) |
| 15. represents information with a sequence of 0s and 1s  | O. IDE                           |
| 16. programming language similar to natural speaking languages   | P. Algorithm                     |
| 17. device that feeds data and programs into a computer  | Q. Digital signal                |
| 18. holds the instruction that is currently being executed   | R. Byte                          |
| 19. contains many programs that are useful in creating your program  | S. Input device                  |

20. 1024 bytes	T. Machine language
21. a program that combines the object program with other programs in the library and is used in the program to create the executable code	U. High-Level Language
22. language of a computer; a sequence of 0s and 1s	V. Kilobyte (KB)
23. memory directly connected to the CPU that will be lost if power is lost	W. Control Unit
24. instruction that is in an easy-to-remember form	X. Binary code (binary number)
25. device that the computer uses to display results	Y. Output device
26. program that processes statements in a C++ program that begin with the symbol #	Z. Instruction Register (IR)