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Code the program, translate it into machine language. 8. A programmer's most important task before planning the logic of a program is to decide what programming language to use. 9. The two most commonly used tools for planning a program's logic are flowcharts and pseudocode.

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Programming Logic and Design: Chapter 1 Review Questions 4th Edition Joyce Farrell. Terms in this set (20) The two major components of any computer system are its: a. Input and output b. Data and programs c. hardware and software d. memory and disk drives. c. hardware and software.

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Short Answer 1. Interview the customer 2. An informal language that has no syntax rules, and is not meant to be compiled or executed. Instead programmers use pseudocode to create models or "mock ...

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The structure in which you ask a question, and, depending on the answer, take some action and then ask the question again, can be called all of the following except a(n) _____. a. iteration b. loop c. repetition ... Programming Logic and Design, Chapter 2, Key Words 71 Terms. Gouraige. Ch 4 Review Questions Programming Logic and Design 20 Terms.

~~Ch 3 Review Questions Programming Logic and Design ...~~

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answer choices records, you store a list of key fields paired with the storage address for the corresponding data record. is a sort in which a list of elements is arranged in either ascending or descending order by comparing items in pairs; when an item is out of order, it is swapped with the item below it.

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