

Vocabulary — Practice Quiz

Name: _____ Period: _____ Date: _____

This is a *practice* quiz — it covers the same Unit 3 vocabulary as the real quiz, arranged differently. Part A is matching; Part B is multiple choice.

Part A — Matching. Write the letter of the correct definition on the line next to each term.

- | | |
|----------------------------------|--|
| 1. ____ Output | (A) Program statements that run in order, from top to bottom. |
| 2. ____ Input | (B) The steps or phases used to create software: investigating, designing, prototyping, testing. |
| 3. ____ User Interface | (C) Data sent from a program to a device (tactile, audio, visual, or text). |
| 4. ____ Event Driven Programming | (D) Code that runs when triggered by an event such as a mouse click or key press. |
| 5. ____ Sequential Programming | (E) A written description of how a command or piece of code works or was developed. |
| 6. ____ Documentation | (F) The inputs and outputs that allow a user to interact with software. |
| 7. ____ Development Process | (G) Data sent to a computer for processing (tactile, audio, visual, or text). |
| 8. ____ Pair Programming | (H) A collaborative style where two programmers switch between writing code and tracking progress. |

Part B — Multiple Choice. Choose the best answer.

11. A collection of program statements that runs one command at a time is a:

- (A) Program
- (B) Comment
- (C) User interface
- (D) Development process

12. A single command or instruction in a program is called a:

- (A) Debugging
- (B) Output
- (C) Program statement
- (D) Comment

13. A note written into a program for people to read that does *not* affect how the program runs is a:

- (A) Output
- (B) Debugging
- (C) Program statement
- (D) Comment

14. A programmer's app keeps crashing, so she carefully steps through her code to find and fix the problem. She is:

- (A) Prototyping
- (B) Commenting
- (C) Pair programming
- (D) Debugging

15. Which statement best describes what happens in **event-driven programming**?

- (A) All statements always run once, top to bottom, no matter what the user does
- (B) Certain statements run only when triggered by an event, such as a click
- (C) Comments determine the order in which code runs
- (D) The program cannot accept any input from the user