

Unit 24 Program design and computer language

2A

1. C
2. A
3. D
4. E
5. B

2C

1. Understand the problem and plan a solution.
2. Make the flowchart of the program.
3. Write instructions in a programming language.
4. Compile the program (to turn it into machine code)
5. Test and debug the program.
6. Prepare documentation.

3A

Java, C++, Visual Basic, C, FORTRAN, PASCAL, COBOL, HTML, XML, Voice XML

3B

1. Computers do not understand human language, because they only understand machine code.
2. Assembler is a special program that converts a low-level program into machine code.
3. To make the programs easier to write and overcome the problems of intercommunication between different types of computer, and because it is closer to English language.
4. PASCAL
5. A compiler translates the program into machine code in one go. While, the interpreter translates the program line by line.
6. Because, markup languages use instructions, known as markup tags, to format and link text files.

3C

1. XML
2. FORTRAN
3. Java
4. Voice XML
5. COBOL

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4

<u>Program Noun or Verb</u>	<u>Programmers Noun</u>	<u>Programming Noun or Verb (present continuous)</u>	<u>Programmable Adjective</u>
1. Programming			
2. .program			
3. .programmers			
4. .programmable			
<u>Compile Verb</u>	<u>Compiler Noun</u>	<u>Compilation Noun</u>	
5. .compilation			
6. .compiler			
7. ... compile...			
<u>Bug Noun</u>	<u>Debug Verb</u>	<u>Debugger Noun</u>	<u>Debugging Verb or Noun</u>
8. .. bug			
9. .debugger.....debug			
10. debugging			

5A

1. **It's** not easy **to** write instructions in COBOL.
2. **It's** expensive **to** set up a data processing area.
3. **It's** advisable **to** test the programs under different conditions.
4. **It's** unusual **to** write a program that works correctly the first time it's tested.
5. **It's** important **to** use a good debugger to fix errors.
6. **It's** easy **to** learn Visual BASIC.

5B

1. C (to read)
2. B (to learn)
3. B (learning)
4. C (to do)
5. C (to touch)

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6. A (come)
7. A (perform)
8. B (to do)