Programming Languages - Concepts and Implementation 1st edition Perugini Test Bank

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Import Settings:
Base Settings: Brownstone Default
Information Field: Complexity
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Information Field: Subject
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Highest Answer Letter: E
Multiple Keywords in Same Paragraph: No

Chapter: Chapter 1 - Quiz

Multiple Choice

1. Which of the following is *not* an aspect of the *imperative* style of programming?
A) First-class functions
B) Assignment statements
C) Sequential execution
D) Variables
Ans: A
Complexity: Moderate
Ahead: 1.4 Styles of Programming
Subject: Chapter 1
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2. Which of the following is *not* a criterion on which to evaluate programming languages?
A) Readability
B) Writability
C) Linkability
D) Portability
E) Usability
Ans: C
Complexity: Easy
Ahead: 1.4 Styles of Programming
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3. Scheme primarily supports _____ programming, but has some support for _____ programming.
A) imperative; functional
B) functional; imperative
Ans: B
Complexity: Moderate
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True/False

1. True or False? The value of a variable is bound statically.
Ans: False
Complexity: Easy
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2. True or False? The memory address of a local variable is bound statically.
Ans: False
Complexity: Moderate
Ahead: 1.3 The World of Programming Languages
Subject: Chapter 1
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3. True or False? The memory address of a global variable is bound statically.
Ans: True
Complexity: Moderate
Ahead: 1.3 The World of Programming Languages
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4. True or False? Statements and expressions are synonymous in programming languages (i.e., they refer to the same thing).
Ans: False
Complexity: Easy
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5. True or False? Functions are *first-class* in languages supporting functional programming.
Ans: True
Complexity: Easy
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6. True or False? Objects are *first-class* in C++.
Ans: True
Complexity: Moderate

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Ahead: 1.4 Styles of Programming
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7. True or False? Objects are *first-class* in Java.
Ans: True
Complexity: Moderate
Ahead: 1.4 Styles of Programming
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8. True or False? The concept of a language *paradigm* is antiquated.
Ans: True
Complexity: Easy
Ahead: 1.4 Styles of Programming
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9. True or False? It is possible for a language with support for *pure* functional programming to have an assignment operator.
Ans: False
Complexity: Moderate
Ahead: 1.4 Styles of Programming
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10. True or False? Any function that is without *side effect* is *referentially transparent.*
Ans: False
Complexity: Difficult
Ahead: 1.4 Styles of Programming
Subject: Chapter 1
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11. True or False? Any function that is *referentially transparent* is without *side effect*.
Ans: False
Complexity: Difficult
Ahead: 1.4 Styles of Programming
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12. True or False? Speed of program development is no longer as important a factor in the design of programming languages as it once was.
Ans: False
Complexity: Easy

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Ahead: 1.5 Factors Influencing Language Development
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Short Answer

1. Which concept of programming languages is fundamental in the sense that other concepts can be viewed as instances of this concept?
Ans: binding
Complexity: Moderate
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2. The *imperative* style of programming is based on which computer architecture?
Ans: von Neumann architecture
Complexity: Easy
Ahead: 1.4 Styles of Programming
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Essay

1. What is a *programming language?*
Ans: A programming language is a system of data-manipulation rules for describing computation.
Complexity: Easy
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2. List five binding times in the study of programming languages, arrange them in order from earliest to latest.
Ans: language definition time, language implementation time, compile time, link time, load time, and run-time
Complexity: Moderate
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3. List two other styles of programming other than the familiar imperative and object-oriented styles of programming.
Ans: functional programming, logic; declarative programming

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Complexity: Easy
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