Technology Now Your Companion to SAM Computer Concepts 2nd edition Hoisington Test Bank

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Name:_____ Class:_____ Date:_____

Chapter 2: Introduction to Software and Apps

True / False

1. Every time you click an icon on your desktop, tap commands on a touch screen, or follow a link on your tablet, you are using software.

a. True

b. False

ANSWER: True
POINTS: 1
REFERENCES: 2-2
What Is Software?

2. When you select a menu option, you give the computer output.

a. True

b. False

ANSWER: False
POINTS: 1
REFERENCES: 2-3
What Is Software?

3. Web applications, or web apps, are applications you access over the Internet using a computer or mobile device with an Internet connection.

a. True

b. False

ANSWER: True
POINTS: 1
REFERENCES: 2-3
What Is Software?

4. If you try to remove unwanted Windows software by dragging a program icon to the Recycle Bin, you may remove the file that runs the program but not its associated files.

a. True

b. False

ANSWER: True
POINTS: 1
REFERENCES: 2-5
What Is Software?

5. Upgrades are more time sensitive than updates, so you should switch to the newer version as soon as possible.

a. True

b. False

ANSWER: False
POINTS: 1
REFERENCES: 2-5
What Is Software?

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Chapter 2: Introduction to Software and Apps

6. Low-level languages include machine and assembly languages.
   a. True
   b. False

ANSWER: True
POINTS: 1
REFERENCES: 2-9
Software Design and Development

7. Assembly language uses 1s and 0s, or binary code, which can run directly on the processor.
   a. True
   b. False

ANSWER: False
POINTS: 1
REFERENCES: 2-9
Software Design and Development

8. Java is a popular high-level language for web-based programming.
   a. True
   b. False

ANSWER: True
POINTS: 1
REFERENCES: 2-9
Software Design and Development

9. Application software performs computer-related operations and maintenance.
   a. True
   b. False

ANSWER: False
POINTS: 1
REFERENCES: 2-6
Identify Types of Software

10. Acquiring custom software is less time consuming and expensive than purchasing packaged software.
   a. True
   b. False

ANSWER: False
POINTS: 1
REFERENCES: 2-12
Purchase Software

11. Users can copy, modify, and customize open source software, with certain restrictions.
   a. True
   b. False

ANSWER: True
POINTS: 1

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REFERENCES: 2-12
Purchase Software

12. A multiple-user license allows an organization to install software on all computers at a site.
    a. True
    b. False

ANSWER: False
POINTS: 1
REFERENCES: 2-14
License Software

13. A software license is a contract between the software publisher and the user.
    a. True
    b. False

ANSWER: True
POINTS: 1
REFERENCES: 2-15
License Software

14. To perform a cold boot, use the Restart command on your PC or Mac.
    a. True
    b. False

ANSWER: False
POINTS: 1
REFERENCES: 2-18
Identify Software Problems

15. Windows 10 provides a free security program named Windows Defender, which protects against malware.
    a. True
    b. False

ANSWER: True
POINTS: 1
REFERENCES: 2-17
Identify Software Problems

16. When you purchase copyrighted software, the copyright protection remains in effect.
    a. True
    b. False

ANSWER: True
POINTS: 1
REFERENCES: 2-14
License Software

17. Most software uses a graphical user interface.
    a. True

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b. False

ANSWER: True
POINTS: 1
REFERENCES: 2-3
What Is Software?

18. Software publishers often distribute beta, or test, versions of their software to select users so they can help identify problems before final software is released.
a. True
b. False

ANSWER: True
POINTS: 1
REFERENCES: 2-10
Software Design and Development

19. Horizontal market software is productivity software that is customized for specific industries.
a. True
b. False

ANSWER: False
POINTS: 1
REFERENCES: 2-7
Identify Types of Software

20. A fast-growing field called informatics combines information technology with social science.
a. True
b. False

ANSWER: True
POINTS: 1
REFERENCES: 2-12
Purchase Software

Multiple Choice

21. ____ software controls a computer and its peripherals, such as its keyboard and mouse.
a. System
b. Application
c. Embedded
d. Productivity

ANSWER: a
POINTS: 1
REFERENCES: 2-2
What Is Software?

22. Software is written by software ____, using computer-readable code.
a. publishers

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b. developers
c. bots
d. editors

ANSWER: b
POINTS: 1
REFERENCES: 2-2
What Is Software?

23. Preinstalled software that takes up a lot of memory and disk space is called ____.
a. Software as a Service
b. malware
c. shareware
d. bloatware

ANSWER: d
POINTS: 1
REFERENCES: 2-3
What Is Software?

24. Computers come with ____ software, software that is already on the machine.
a. preinstalled
b. loaded
c. web-based
d. replicated

ANSWER: a
POINTS: 1
REFERENCES: 2-3
What Is Software?

25. When you run a program or an app, your computer or mobile device ____, or reads and transfers it, into memory so that you can use it.
a. replicates
b. inputs
c. loads
d. compiles

ANSWER: c
POINTS: 1
REFERENCES: 2-4
What Is Software?

26. If you no longer use certain software, you can remove, or ____, the unwanted programs.
a. unload
b. patch
c. unboot
d. uninstall

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Chapter 2: Introduction to Software and Apps

ANSWER: d
POINTS: 1
REFERENCES: 2-4
What Is Software?

27. Software programs are based on ____.
a. algorithms
b. comments
c. platforms
d. gadgets

ANSWER: a
POINTS: 1
REFERENCES: 2-7
Software Design and Development

28. ____ languages create source code using words and structures similar to spoken language.
a. Low-level
b. High-level
c. Agile
d. Native

ANSWER: b
POINTS: 1
REFERENCES: 2-9
Software Design and Development

29. In the software development process, software engineers and systems analysts provide input for the analysis, design, and ____ phases.
a. documentation
b. implementation
c. validation
d. testing

ANSWER: c
POINTS: 1
REFERENCES: 2-8
Software Design and Development

30. Program ____ let programmers write code using a word processing-like interface.
a. compilers
b. assemblers
c. debuggers
d. editors

ANSWER: d
POINTS: 1
REFERENCES: 2-10

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Chapter 2: Introduction to Software and Apps

Software Design and Development

31. ____ translate source code from high-level languages into machine code so it can be understood by the processor.
    a. Interpreters
    b. Editors
    c. Assemblers
    d. Debuggers

ANSWER: a
POINTS: 1
REFERENCES: 2-10
Software Design and Development

32. ____ examine software code line by line to identify errors, such as incorrect formulas or logic errors.
    a. Compilers
    b. Editors
    c. Debuggers
    d. Assemblers

ANSWER: c
POINTS: 1
REFERENCES: 2-10
Software Design and Development

33. Code ____ contain modules of customizable code for common functions such as accessing files or issuing the Print command.
    a. development kits
    b. libraries
    c. interpreters
    d. compilers

ANSWER: b
POINTS: 1
REFERENCES: 2-10
Software Design and Development

34. A quality ____ team usually tests an application thoroughly to confirm that it works as advertised.
    a. beta
    b. coding
    c. assurance
    d. debugger

ANSWER: c
POINTS: 1
REFERENCES: 2-10
Software Design and Development

35. System software falls into two categories: operating system software and ____ programs.

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a. embedded
b. groupware
c. productivity
d. utility

ANSWER: d
POINTS: 1
REFERENCES: 2-5
Identify Types of Software

36. ____ operating systems use code names such as Sierra, El Capitan, Yosemite, Mavericks, Mountain Lion, Lion, Snow Leopard, Leopard, Tiger, Panther, Jaguar, Puma, Cheetah, and Kodiak.
a. Windows
b. Mac
c. Linux
d. Chrome

ANSWER: b
POINTS: 1
REFERENCES: 2-6
Identify Types of Software

37. Companies either hire outside programmers to write ____ software or use their own internal developers.
a. packaged
b. embedded
c. adaptive
d. custom

ANSWER: d
POINTS: 1
REFERENCES: 2-11
Purchase Software

38. ____ software is copyrighted software whose source code is available to the public.
a. Freeware
b. Shareware
c. Packaged
d. Open source

ANSWER: d
POINTS: 1
REFERENCES: 2-12
Purchase Software

39. ____ is the legal term for ownership of intangible assets such as ideas, art, music, movies, and software.
a. Copyright
b. Intellectual property
c. License

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d. Security

ANSWER: b
POINTS: 1
REFERENCES: 2-13
License Software

40. A(n) ____ is the legal right to copy, distribute, modify, and sell an original work, including computer software.
a. intellectual property right
b. single-user license
c. certificate of authenticity
d. copyright

ANSWER: d
POINTS: 1
REFERENCES: 2-13
License Software

41. A software ____ grants a user rights to use of the software in specified ways.
a. license
b. development kit
c. algorithm
d. certificate

ANSWER: a
POINTS: 1
REFERENCES: 2-14
License Software

42. A ____ license grants one user the right to use the software.
a. site
b. concurrent-use
c. single-user
d. time-limited

ANSWER: c
POINTS: 1
REFERENCES: 2-14
License Software

43. ____ technologies require users to log in with a valid user ID and password to access web-based content.
a. Encryption
b. Copy protection
c. Digital watermark
d. Authentication

ANSWER: d
POINTS: 1
REFERENCES: 2-15

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License Software

44. A user ____ gives instructions on using the program's features and troubleshooting common problems.
    a. algorithm
    b. manual
    c. library
    d. platform

ANSWER: b
POINTS: 1
REFERENCES: 2-16
Identify Software Problems

45. ____ software creates a personal security zone around your computer by monitoring all incoming and outgoing traffic and blocking any suspicious activity.
    a. Antispyware
    b. Antivirus
    c. Antispam
    d. Firewall

ANSWER: d
POINTS: 1
REFERENCES: 2-17
Identify Software Problems

46. ____ is the process of restarting your computer.
    a. Rebooting
    b. Updating
    c. Compiling
    d. Loading

ANSWER: a
POINTS: 1
REFERENCES: 2-17
Identify Software Problems

47. When troubleshooting a computer problem, it can be important to note whether you can ____ the problem.
    a. assemble
    b. update
    c. authenticate
    d. replicate

ANSWER: d
POINTS: 1
REFERENCES: 2-18
Identify Software Problems

48. ____ software, such as a word processing program, performs specific tasks.

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a. System
b. Application
c. Integrated
d. Agile

ANSWER: b
POINTS: 1
REFERENCES: 2-2
What Is Software?

49. To program an app on an iPhone, a programmer would use a programming language named ____, which is similar to the Objective-C language.

Eclipse

a. Notepad
b. Eclipse
c. Visual Studio
d. Swift

ANSWER: d
POINTS: 1
REFERENCES: 2-9
Software Design and Development

50. In extreme cases, you may need to ____ your device to its original factory settings.

a. reset
b. reboot
c. cold boot
d. refresh

ANSWER: a
POINTS: 1
REFERENCES: 2-19
Identify Software Problems

51. When your device does not respond to common recovery techniques, you may need to ____ your operating system to a previous version.

a. restore
b. format
c. reboot
d. install

ANSWER: a
POINTS: 1
REFERENCES: 2-18
Identify Software Problems

52. ____ software finds and removes malware from your computer and scans incoming and outgoing email messages to identify threats.

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a. Antivirus
b. Program
c. Application
d. Firewall

ANSWER: a
POINTS: 1
REFERENCES: 2-17
Identify Software Problems

53. ____, malicious software written by hackers, poses a significant threat to your computer and its contents.
a. Malware
b. Bloatware
c. Destroyware
d. Platform software

ANSWER: a
POINTS: 1
REFERENCES: 2-16
Identify Software Problems

54. Increasingly, software publishers and trade groups use ____ technologies to fight software piracy and prevent unauthorized copying of digital content.
a. digital rights management
b. assembly
c. firewall
d. open source

ANSWER: a
POINTS: 1
REFERENCES: 2-15
License Software

55. Rather than selling a software package at a fixed, one-time price, software publishers are now offering products you can obtain by paying a monthly subscription fee. This arrangement is known as ____.
a. software as a service
b. shareware
c. public domain
d. open source

ANSWER: a
POINTS: 1
REFERENCES: 2-14
License Software

56. A game app might require a(n) ____ to move to a higher level.
a. in-app purchase
b. SaaS

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c. site license
d. software development kit

ANSWER: a
POINTS: 1
REFERENCES: 2-13
License Software

57. ____ is installed on your computer and can be used indefinitely.
a. Perpetual software
b. SaaS
c. DRM
d. EULA

ANSWER: a
POINTS: 1
REFERENCES: 2-12
Purchase Software

58. Packaged software can refer to a group of programs having similar features and sold together, known as a(n) ____.
a. suite
b. OS
c. service pack
d. patch

ANSWER: a
POINTS: 1
REFERENCES: 2-11
Purchase Software

59. The ____ methodology focuses on flexibility; program designs and specifications change and evolve as a project moves forward.
a. agile
b. waterfall
c. open source
d. public domain

ANSWER: a
POINTS: 1
REFERENCES: 2-9
Software Design and Development

60. ____ means that Apps should run equally well on a variety of platforms and devices, such as laptops, tablets, and smartphones.
a. Scalability
b. Portability
c. Stability
d. Personalization

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Chapter 2: Introduction to Software and Apps

ANSWER: a
POINTS: 1
REFERENCES: 2-8
Software Design and Development

61. ____ is application software that makes people more productive by automating common or repetitive tasks.
a. Productivity software
b. Utility software
c. Operating system software
d. Shareware
ANSWER: a
POINTS: 1
REFERENCES: 2-7
Identify Types of Software

62. ____ are utility programs that control peripheral devices such as a keyboards, printers, or scanners.
a. Device drivers
b. Service packs
c. Patches
d. Apps
ANSWER: a
POINTS: 1
REFERENCES: 2-6
Identify Types of Software

63. Software publishers periodically introduce new versions, or____, of their software products with entirely new features.
a. upgrades
b. updates
c. patches
d. software development kits
ANSWER: a
POINTS: 1
REFERENCES: 2-5
What Is Software?

64. ____ replace sections of existing code with the new, improved code.
a. Software updates
b. EULAs
c. Platforms
d. Software development kits
ANSWER: a
POINTS: 1
REFERENCES: 2-5
What Is Software?

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Chapter 2: Introduction to Software and Apps

65. You can now purchase the use of many apps by paying a monthly subscription fee instead of paying for the entire product all at once. This arrangement is known as ____.

a. software as a service (SaaS)
b. sharing
c. in-app purchasing
d. pirating

ANSWER: a
POINTS: 1
REFERENCES: 2-4
What Is Software?

66. Software interacts with computer hardware and other software in an organized chain of events; each link in the chain relays ____ along the chain until the job at hand is successfully completed.

a. instructions
b. algorithms
c. source code
d. apps

ANSWER: a
POINTS: 1
REFERENCES: 2-3
What Is Software?

67. Software is a set of instructions that tells a computer what to do, how to do it, and where to send the results, or____.

a. output
b. algorithms
c. SDKs
d. input

ANSWER: a
POINTS: 1
REFERENCES: 2-2
What Is Software?

68. Basic software troubleshooting techniques include the following: stop and think, save and back up, gather information, research possible solutions, and ____.

a. contact technical support
b. upgrade
c. reformat
d. debug

ANSWER: a
POINTS: 1
REFERENCES: 2-18
Identify Software Problems

69. ____ software blocks electronic junk mail from entering your email inbox.

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a. Antispam
b. Antispyware
c. Antivirus
d. Firewall

ANSWER: a
POINTS: 1
REFERENCES: 2-17
Identify Software Problems

70. ____ technologies require users to sign in with a valid user ID and password to access web-based content such as software programs or e-books.

a. Authentication
b. Agile
c. Monetized
d. Open source

ANSWER: a
POINTS: 1
REFERENCES: 2-15
License Software

Matching

Match the following terms with the correct definitions.

a. comments b. software development kits (SDKs)
c. debugger d. machine language
e. assembly language

REFERENCES: a-c: 2-9
d-e: 2-10
Software Design and Development

71. Tool used to test programs for errors.
ANSWER: c
POINTS: 1

72. Parts of computer code that give other programmers an overview of the program and identify the purpose of each section of code.
ANSWER: a
POINTS: 1

73. Collections of programming tools designed for specific types of applications or programming languages.
ANSWER: b
POINTS: 1

74. A language expressed in 1s and 0s that can run directly on the computer processor.
ANSWER: d

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Chapter 2: Introduction to Software and Apps

POINTS: 1

75. A language that uses symbols and abbreviations known as “op codes.”
ANSWER: e
POINTS: 1

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