Unit 1 Vocabulary Test

Firia Labs Vocabulary from CodeX Missions 1-5

* Indicates required question

1. Student Name *

_____

Select the best computer science definition for each vocabulary word.

2. CODE *   1 point

Mark only one oval.

◯ Where you type a program

◯ Instructions to the computer

◯ A secret password

◯ A way to hide a message

3. BUG *   1 point

Mark only one oval.

◯ An error in the code; like a typing mistake

◯ When your program runs slowly

◯ A moth that gets stuck in a computer

◯ When your program never stops

4. CPU *   1 point

    Mark only one oval.

    ( ) A debugging technique

    ( ) The programs you write

    ( ) The devices you attach to CodeX

    ( ) The brain of the computer that runs code

5. LITERAL *   1 point

    Mark only one oval.

    ( ) A name for a value, used throughout a program

    ( ) It is a device, like a peripheral

    ( ) A specific value, like 1 or "hello"

    ( ) A type of data that can be stored

6. VARIABLE *   1 point

    Mark only one oval.

    ( ) A name for a value, used throughout a program

    ( ) It is a device, like a peripheral

    ( ) A specific value, like 1 or "hello"

    ( ) A type of data that can be stored

7.   RGB *   1 point

Mark only one oval.

◯ The devices attached to the CodeX

◯ A debugging technique

◯ The colors that make up a single pixel

◯ The "brain" of the computer

8.   SEQUENTIAL *   1 point

Mark only one oval.

◯ A decision point in code; has a condition

◯ Repeating a block of code, subject to a condition

◯ An expression that evaluates to True or False

◯ Code that runs one line after another in order

9.   BRANCHING *   1 point

Mark only one oval.

◯ A decision point in code; has a condition

◯ Repeating a block of code, subject to a condition

◯ An expression that evaluates to True or False

◯ Code that runs one line after another in order

10. **READABILITY** *   1 point

Mark only one oval.

◯ Notes in code that explain what the code does, ignored by the computer

◯ Creating and using functions so the code can be reused

◯ A numerical representation of an analog signal, represented in increments

◯ Adding blank lines and comments to code so it is easy to understand

11. **COMMENTS** *   1 point

Mark only one oval.

◯ Notes in code that explain what the code does, ignored by the computer

◯ Creating and using functions so the code can be reused

◯ A numerical representation of an analog signal, represented in increments

◯ Adding blank lines and comments to code so it is easy to understand

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