

Introduction to Software Engineering

Software Engineering · Practice Test · 25 Questions

1. What do we call the instructions that tell a computer what to do?

- A) Paint
- B) Software
- C) Toys
- D) Books

2. What is a person who writes code to build software called?

- A) A programmer
- B) A chef
- C) A gardener
- D) A painter

3. What is the name of a mistake in a computer program?

- A) A bug
- B) A butterfly
- C) A stone
- D) A leaf

4. Which of these is a machine that uses software to run?

- A) A bicycle
- B) A computer
- C) A wooden chair
- D) A metal spoon

5. What do you call the process of finding and fixing mistakes in code?

- A) Sleeping
- B) Debugging
- C) Eating
- D) Running

6. What is a series of steps to finish a task called?

- A) An algorithm
- B) A game
- C) A story
- D) A nap

7. Which language do computers 'speak' to follow instructions?

- A) English
- B) Code
- C) French
- D) Sign language

8. What part of a computer do you use to type in instructions?

- A) A keyboard
- B) A screen
- C) A mouse
- D) A plug

9. What do we call a small program designed for a phone?

- A) An app
- B) A box
- C) A car
- D) A snack

10. When a computer follows instructions one by one, what is it called?

- A) Sequencing
- B) Jumping
- C) Running
- D) Sitting

11. What is the main screen of a computer called?

- A) Desktop
- B) Floor
- C) Ceiling
- D) Roof

12. What do you use to click on things on a screen?

- A) A mouse
- B) A pen
- C) A brush
- D) A stick

13. What does a computer need to turn on and work?

- A) Electricity
- B) Water
- C) Juice
- D) Flowers

14. What is a collection of computers connected together called?

- A) A network
- B) A pile
- C) A basket
- D) A line

15. What is an icon on a computer screen representing?

- A) A program or file
- B) A drawing
- C) A sticker
- D) A photograph

16. What do we call the physical parts of a computer?

- A) Hardware
- B) Soft goods
- C) Clothing
- D) Furniture

17. Where is information stored inside a computer?

- A) Memory
- B) A pocket
- C) A bag
- D) A box

18. What is a website?

- A) A page on the internet
- B) A paper book
- C) A physical map
- D) A tv show

19. What does the 'Power' button do?

- A) Starts the computer
- B) Cleans the screen
- C) Prints paper
- D) Plays music

20. What do programmers use to plan their code before writing it?

- A) A flowchart
- B) A painting
- C) A dance
- D) A recipe book

21. What does 'Input' mean for a computer?

- A) Giving information to it
- B) Taking a nap
- C) Turning it off
- D) Cleaning it

22. What does 'Output' mean for a computer?

- A) Showing information to us
- B) Hiding data
- C) Deleting files
- D) Restarting

23. What is a tablet?

- A) A portable touchscreen computer
- B) A type of medicine
- C) A stone slab
- D) A kitchen tool

24. What is a robot?

- A) A machine that can be programmed
- B) A type of pet
- C) A living person
- D) A toy car

25. What is the Internet?

- A) A global system of connected computers
- B) A library
- C) A park
- D) A store