

Fun Facts About Making Software

Software Engineering · Practice Test · 10 Questions

1. What is a set of instructions that a computer follows to complete a task called?

- A) Hardware
- B) Software
- C) Firmware
- D) Malware

2. Which of these is a popular programming language that uses words and symbols to tell computers what to do?

- A) Paint
- B) Scratch
- C) Microsoft Word
- D) Adobe Photoshop

3. When software engineers plan how to build a program, what do they often create first to show the steps involved?

- A) A pizza recipe
- B) A flowchart
- C) A storybook
- D) A song

4. What do you call a mistake in a computer program that makes it not work correctly?

- A) A feature
- B) A bug
- C) A secret code
- D) A decoration

5. Who are the people that design and build software for computers and other devices?

- A) Chefs
- B) Doctors
- C) Software Engineers
- D) Astronauts

6. What is the name for the place where programmers write their computer instructions, often looking like a special text editor?

- A) A playground
- B) An Integrated Development Environment (IDE)
- C) A library
- D) A kitchen

7. When a program is finished, what is it often called that you can install and use on your computer?

- A) A blueprint
- B) An application (or app)
- C) A physical object
- D) A recipe

8. Why is it important for software engineers to test their programs before releasing them?

- A) To make them slower
- B) To find and fix problems (bugs)
- C) To make them look prettier
- D) To hide secrets

9. What does it mean to 'debug' software?

- A) To add more bugs
- B) To create new features
- C) To find and fix errors
- D) To make the program crash

10. What is a common way for software to be shared with many people, often downloaded from the internet?

- A) Delivered by mail
- B) Printed in a book
- C) Distributed digitally
- D) Carried by hand