PUBLIC EDUCATOR PREVIEW

Underneath the Syntax

Quiz & Exercise Bank - Chapter 1 Preview

This preview shows the format of the complete request-only Quiz and Exercise Bank. The full bank contains four multiple-choice questions and one short-answer question for each of the book's 26 chapters. The instructor answer key is distributed separately.

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Chapter 1: A Brief History of Programming [Core]

1. What did programming the earliest computers, like the ENIAC, actually require?

A. Typing commands into a terminal
B. Writing in a high-level language like FORTRAN
C. Uploading a compiled binary file
D. Physically rewiring the machine using wires, switches, and plugboards

2. What was assembly language the first real example of?

A. A database query language
B. An abstraction layer between the programmer and the hardware
C. A markup language
D. An object-oriented language

3. What core idea did structured programming introduce?

A. Replacing all loops with recursion
B. Eliminating the need for variables
C. Building programs from a small set of predictable control structures instead of arbitrary jumps
D. Combining code and data into objects

4. According to the chapter, what has remained remarkably stable despite decades of change in language syntax and tooling?

A. The specific keywords used across all languages
B. The need for a disk drive
C. The underlying fundamentals: variables, types, conditionals, loops, and functions
D. The use of punch cards

5. In your own words, explain why the chapter argues that a programmer who deeply understands fundamentals can move between languages more easily than one who has only memorized a single language's syntax.
