



Beginning RPG 152-115

Student Name _____
Score _____ / 20

Chapter 1

1 point for each correct answer.

TRUE/FALSE. Write 'T' if the statement is true and 'F' if the statement is false.

- _____ 1. The original purpose of RPG was to fill a niche for providing quick solutions to a common business task - generating reports.
- _____ 2. An interactive application allows the use to interact directly with the computer through a terminal or workstation.
- _____ 3. RPG generally uses the term field rather than variable.
- _____ 4. Records are collections of data about a given entity or object and are, in turn, broken down into files that contain specific data.
- _____ 5. Internal documentation refers to comments included with the code itself to make the program more understandable.
- _____ 6. Compiling your program means translating the source code into machine language, or object code.
- _____ 7. Program errors fall into two general categories: syntax errors and source errors.
- _____ 8. When the desired output includes a report, programmers may use a paper sizing chart.
- _____ 9. A **floating dollar sign** is positioned in a set column of the output, regardless of the number of significant digits in the number following the sign.
- _____ 10. An important i5/OS architectural concept is that of objects. Libraries, files, programs and commands are all examples of objects

MULTIPLE CHOICE. Choose the one alternative that best completes the statement or answers the question

- _____ 11. Computer languages that require you to accurately describe the order or sequence in which the computer is to execute the steps for the program to produce correct results are known as:
 - a. Multi-level languages
 - b. Maintenance languages
 - c. Procedural languages
 - d. Compiler languages

- _____ 12. A programming model that allows program modules to be first compiled and then bound together into executable programs is called:
- Batch processing.
 - Structured design.
 - An ILE - Integrated Learning Environment .
 - An application environment.
- _____ 13. A program variable represents:
- A location in the memory of the computer that can store data.
 - The type of data the field will contain.
 - The capability to perform calls to other program and to pass data between programs.
 - Hardware platforms.
- _____ 14. You typically enter a program by interacting with the system's editor. Your program statements are called:
- Object code.
 - Source code.
 - Internal documentation.
 - An algorithm.
- _____ 15. Programs written in HLL (high level languages) require translation into the bit patterns of machine language before a computer can execute the instructions. The computer itself can accomplish this translation by using a special program called:
- An editor.
 - Batch processing.
 - A compiler.
 - An algorithm.
- _____ 16. Prior to expressing it in a programming language, program design requires working out the process to reach a solution. This is an:
- Algorithm
 - Bind
 - Master file
 - Application
- _____ 17. A program variable represents a location in the memory of a computer that can store data. RPG has traditionally used this term rather than **variable**.
- file
 - field
 - format
 - record
- _____ 18. An interactive application:
- Processes a batch of data without user intervention.
 - Allows program modules to be first compiled and then bound together in executable programs.
 - Borrows the best features of other languages, incorporating those features into its own syntax.
 - Allows the user to interact directly with the computer through a terminal to control the actions of a program as it runs.

- _____ 19. These are the two common methods for presenting record layouts for input files. One lists fields in the order in which they appear and gives the length. The other explicitly shows the beginning and ending positions.
- a. Length notation and order notation.
 - b. Length notation and positional notation.
 - c. Positional notation and order notation.
 - d. None of these.
- _____ 20. Programs are entered by interacting with the system's editor. The statements within are called the source code. This set of statements for one program module constitutes:
- a. Source physical file.
 - b. External documentation.
 - c. A source member.
 - d. Flowchart.