

# JOY INTERNATIONAL COLLEGE, KADUNA

## HOME WORK

**SUBJECT: COMPUTER STUDIES**

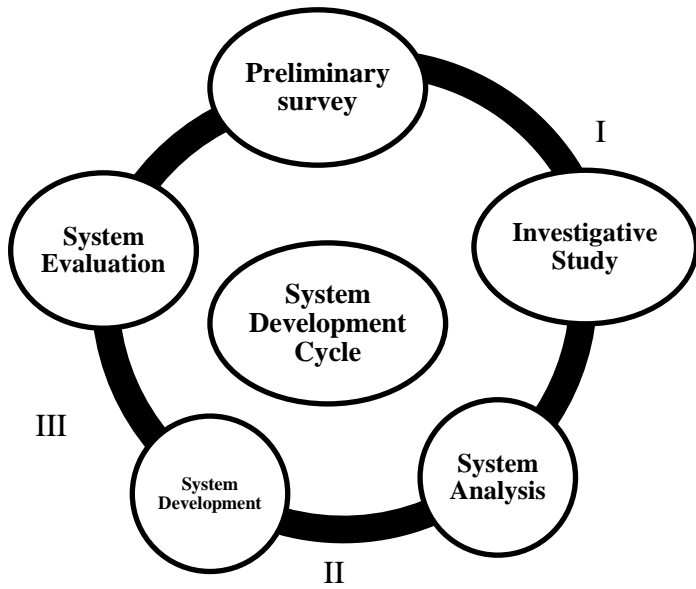
**CLASS: SS2**

TOPICS	CONTENT	OBJECTIVES
SYSTEM DEVELOPMENT CYCLE	1. Definition of System Development Cycle. 2. Description of System Development Cycle 3. Stages in System Development Cycle: 4. Description of each stages of system development cycle.	1. Describe System development cycle 2. Draw a system development cycle 3. List stages in System Development Cycle 4. Describe briefly each of the stages involved.
PROGRAM DEVELOPMENT	1. Definition of program 2. Characteristics of a good program: 3. Precautions: 4. Steps involved in program development: 5. Description of each of the stages above 6. Examples of : a. Interpreted programs b. Compiled programs	1. Define program 2. State the characteristics of a good program 3. State precautions to be taken when writing program 4. List steps involved in program development 5. Describe each of the steps in program development 6. List examples of interpreted and compiled programs

### OBJECTIVE QUESTIONS FOR TOPIC 1

1. Set of components that interact to achieve common goal is called \_\_\_\_\_  
A. SDLC  
B. Program  
C. System  
D. Information
2. The following are Model of SDLC except  
A. Waterfall Model  
B. Rainfall Model  
C. Rapid Application Development (RAD)  
D. Joint Application Development (JAD)
3. Hardware, Software, Data, People, and procedures that work together to produce quality information is called  
A. SDLC                      B. System  
C. Information                D. Information System
4. A brief study of a system under consideration to gives a clear picture of the physical system is called  
A. System proposal            B. Preliminary Investigation Study  
C. Problem definition        D. Objectives of the study
5. The person responsible for designing and developing information system is \_\_\_\_\_  
A. Programmer            B. Web developer        C. System Analyst        D. System Administrator
6. The following are types of Change over Except  
A. Continuous            B. Direct Change            C. Parallel            D. Pilot
7. The following are reasons why SDLC is created or modify  
A. To correct problem in existing system  
B. To improve existing system  
C. Outside group may mandate change  
D. To improves develop the program

Fig. 2 is a System Development Cycle. Use it to answer questions 8 to 10



8. The path labeled I is the  
A. System design                      B. System implementation      C. Study review                      D. Feasibility study
9. The path labeled II is the  
A. System design      B. System implementation      C. Study review                      D. Feasibility study
10. The path labeled III is the  
A. System design      B. System implementation      C. Study review                      D. Feasibility study

### ESSAY QUESTIONS FOR TOPIC 1

- 1a. What is System Development Life Cycle
- 1b. Explain the following
- Investigative study
  - System Analysis
  - System Design
  - Implementation/Testing
- 2a. Differentiate between Preliminary or General Design and Structured or Detailed Design
- 2b State the four (4) functions of system analyst

### OBJECTIVE QUESTIONS FOR TOPIC 2

1. The first stage in program development is problem  
A. Analysis    B. Definition    C. Solving    D. Testing
2. The process of discovery and correction of programming errors (bugs) is called \_\_\_\_\_  
A. Debugging                      B. Program    C. Testing    D. Validation
3. \_\_\_\_\_ is the process of transforming the program logic design documents into a computer language format.  
A. Program                      B. Coding                      C. Verification                      D. Instruction

4. When a program is \_\_\_\_\_, it is run with a wide variety of data to determine if it always obtains correct results.  
 A. debugged    B. compiled    C. tested    D. desk checked
5. If you used the formula length + width to calculate the area of a rectangle (when it should be length x width), you would have made a \_\_\_ error.  
 A. logic    B. syntax    C. pseudocode    D. debugging
6. The process of actually writing a program in a programming language is \_\_\_\_\_  
 A. coding    B. pseudo coding    C. compiling    D. debugging
7. A \_\_\_\_\_ is used to perform repetitive tasks that involve executing a sequence of instructions as many times as needed.  
 A. flowchart    B. loop    C. decision structure    D. simple sequence
8. Which of the three types of program structures would be the most useful if a program needed to read the names and test scores of 200 students?  
 A. the sequence    B. the decision structures    C. the loop structures    D. none
9. Which of the following is not one of the steps in the programming process?  
 A. writing and documenting the program    B. defining and documenting the problem  
 C. designing and documenting a solution    D. printing the results
10. High Level Language (Source code) is translated to Machine Code (object code) using \_\_\_\_\_.  
 A. English-like words    B. Compiler & Interpreter    C. Pseudocode    D. Algorithm

### ESSAY QUESTIONS FOR TOPIC 2

1. Explain the following
  - i. Problem definition (Program specification)
  - ii. Problem Analysis
  - iii. Program design (Flowchart)
  - iv. Desk checking
  - v. Program Coding
- 2a. What is a Program
- 2b. Differentiate between Compiler and Interpreter
- 2c. State three Characteristics each of Compiler and Interpreter

### TEACHERS CONTACTS FOR ASSISTANCE

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#### NOTE:

- Students should feel very free to interact with any of the above teachers for assistance through phone calls, WhatsApp or Email.
- Students should solve questions in their test and assignment exercise book.