AP Computer Science Principles - Big Idea 1 Creative Development Practice Test

Question 1
Which of the following is a true statement about program documentation?
   A. Program documentation should not be changed after it is first written.
   B. Program documentation is only needed for programs in development; it is not needed after a program is completed.
   C. Program documentation is useful when programmers collaborate but not when a programmer works individually on a project.
   D. Program documentation is useful during initial program development and also when modifications are made to existing programs.

Question 2
When programmers work together, what is an example of how abstraction in programming can promote collaboration?
   A. Team members can rely on one another to explain their code.
   B. Programmers can write functions without needing to know what they do or how they should work.
   C. Programmers can use functions created by their partners, relying on the functionality without needing to know the specific details of how the function is implemented.
   D. In order for programmers to work together, they must work in the same room.

Question 3
Software or applications that let a group of people work together in real-time over the internet
   A. Selection
   B. Online databases/libraries
   C. Online collaborative tools
   D. Linear search

Question 4
Which statement is true?
   A. A series of fluid, or flexible, steps including brainstorming, planning, creating, refining, and revision of your work is Creative Development Process
   B. A series of fluid, or flexible, steps including brainstorming, planning, creating, refining, and revision of your work is Creative Collaboration Process
   C. A series of fluid, or flexible, steps including brainstorming, planning, creating, refining, and revision of your work is Teamwork
   D. A series of fluid, or flexible, steps including brainstorming, planning, creating, refining, and revision of your work is Heuristic Process

Question 5
_____ is an action that causes something to happen.
   A. Action
   B. Event
   C. Call
   D. Program

Question 6
A program designed to run blocks of code or functions in response to specified events (e.g. a mouse click)
    A. Event-driven Program
    B. Action-driven Program
    C. Response-driven Program
    D. User-driven Program

Question 7
The visual elements of a program through which a user controls or communications the application.
    A. Game Screen
    B. User Interface
    C. Dialog Box
    D. Visual System

Question 8
Finding and fixing problems in your algorithm or program
    A. Hacking
    B. Cracking
    C. Problem Solving
    D. Debugging

Question 9
What is the proper format for a single line comment?
    A. THIS IS A COMMENT
    B. // This is a comment
    C. /* This is a comment
    D. This is a comment

Question 10
What can help with identifying and correcting program errors?
    A. Revisiting requirements
    B. Clustering requirements and test
    C. Collaboration
    D. Consolidating testing

Question 11
How is collaboration useful in analyzing datasets?
    A. Applying differing experience and skills provides better analysis and insight
    B. The multiple viewpoints can provide several outcomes for the data.
    C. The analysis can be divided among several people, speeding up the analysis
    D. Having multiple leaders helps the group form alliances based on interest.

Question 12
_____ support collaboration by allowing programmers to share and provide feedback on ideas and documents.
    A. Information
    B. Business Models

C. Potential users
D. Online tools

Question 13
It is a collection of program statements that is part of a program.
A. Software
B. Program software
C. Expression
D. Code Segment

Question 14
These are data sent to a computer for processing by a program.
A. Events
B. Program inputs
C. Program outputs
D. Program design

Question 15
These are any data sent from a program to a device.
A. Events
B. Program inputs
C. Program outputs
D. Program design

Question 16
It is a form of program documentation written into the program to be read by people and does not affect how a program runs.
A. Comment
B. Acknowledgement
C. Variables
D. Functions

Question 17
A _____ is a mistake in the algorithm or program that causes it to behave incorrectly or unexpectedly.
A. Logic error
B. Syntax error
C. Run-time error
D. Overflow error

Question 18
It is an error that occurs when a computer attempts to handle a number that is outside of the defined range of values.
A. Syntax error
B. Overflow error
C. Logic error
D. Run-time error

Question 19

It is a mistake in the program where the rules of the programming language are not followed.

    A. Run-time error
    B. Logic error
    C. Syntax error
    D. Overflow error

Answer Key
1. D
2. C
3. C
4. A
5. B
6. A
7. B
8. D
9. B
10. C
11. A
12. D
13. D
14. B
15. C
16. A
17. A
18. B
19. C