# End of Unit Quiz – Unit 2.5 Translators and facilities of languages

1. Name **one** example of a high level programming language.

|  |
| --- |
|  |

* 1. What is meant by the term ‘machine code’?

|  |
| --- |
|  |

* 1. What is the name of **one** suitable translator that you can use?

|  |
| --- |
|  |

* 1. What are **two** advantages for writing computer programs using a high level language?

|  |
| --- |
|  |

* 1. There is a programme written using assembly language.What is the name of the translator that is needed before this program can be executed?

|  |
| --- |
|  |

* 1. What is **one** similarity and **one** difference between assembly language and machine code instructions?

|  |
| --- |
|  |

* 1. Some languages are translated using a compiler. What is the name of another suitable translator?

|  |
| --- |
|  |

* 1. What are **two** differences between the two types of translator?

|  |
| --- |
|  |

1. What is the purpose of an assembler?

|  |
| --- |
|  |

* 1. What are **three** useful features of an IDE?

|  |
| --- |
|  |

* 1. For **one** of the features you have stated, explain why this feature is helpful.

|  |
| --- |
|  |

* 1. Computer programs can be written in high level languages, assembly language or machine code. What are two differences between high level languages and machine code?

|  |
| --- |
|  |

* 1. What is the relationship between assembly language and machine code?

|  |
| --- |
|  |

* 1. What is meant by ‘code completion’ and how does this helps programmers?

|  |
| --- |
|  |

* 1. What is meant by ‘debugging tools’ and how does this help programmers?

|  |
| --- |
|  |

* 1. State the name and explain the purpose of one other feature from an IDE?

|  |
| --- |
|  |

* 1. Which piece of code relates to which type of programming language below?
		1. High Level Language
		2. Assembly Language
		3. Machine Code

|  |  |  |
| --- | --- | --- |
| **Code 1** | **Code 2** | **Code 3** |
| LDA scoreADD oneSTA score | score = score + 1 | 0101 0011 10100001 0000 00010011 0011 1010 |

* 1. An interpreter would translate the code between which two types of language?

|  |
| --- |
|  |

* 1. What are some of the advantages and disadvantages of using an interpreter rather than a compiler?

|  |
| --- |
|  |

1. A programmer wants to write a computer program for creating 3D models that can be used by pupils in schools. They are not sure whether to write it in assembly language or a high level language. They are not sure what kind of translator to use either.

What are the consequences for each choice and advise the programmer on what to do.

|  |
| --- |
|  |