

Software Listening

Watch the movies below and complete the following exercises.

[Listening I](#)

[Listening II](#)

[Listening III](#)

[Listening IV](#)

[Listening V](#)

To access the listenings, please log in to Microsoft 365.

I. Watch and listen to the [Listening I](#) and [Listening II](#), which are parts of the movie “Steps in Software Development” and complete the gaps with words from them.

1. Without software, you cannot complete even simplest tasks such as calling someone on any type of phone like
2. You have to figure out in what form output should be: graphical or or any other.
3. Program writing is an iterative process called by computer scientists
4. Computer will perform the following mathematical operation, when computing the product of Num1 and Num2 in process.
5. We should draw flowchart after noting and analyzing user requirements as we did through the three steps: input, process that include collecting the mathematical and the output.
6. Rectangle shows the steps that perform either the mathematical calculations or computations where the is individually being stored and being left inside.
7. Flow-charts are required to be independent of programming language features, if some features match in, flow-charts and programming language that’s identical that’s not by

8. We print this text “Second number” equals and the value in the variable number 2.
9. Choose the programming language in which you should be able to your pseudo code to the source code.
10. Run the program with large enough set of data that all lines of code will be executed that is that your program works correctly.

II. Watch and listen to the [Listening III](#) and decide if the sentences are True or False.

1. To convert pseudo code to source code software developers and software engineers or programmers don't need to select programming language.
True / False
2. There are a couple of billion web pages in the world now and most of them use JavaScript.
True / False
3. You have to install compiler and you have to have web browser to learn JavaScript.
True / False
4. To build simple program we need to learn three steps, which have to be done exactly in the order shown on the slide.
True / False
5. When you write computer programs you have to learn the things that you can do on your own and learn how to use software that has already been written for us.
True / False
6. If you want to print on web page two lines of text you need a few lines of JavaScript code.
True / False
7. We can check if our code is working in JavaScript Runner, which is available on web pages.
True / False

8. We need five variables in the number multiplying program.

True / False

9. In order to work with the variables in JavaScript the variables don't need declarations.

True / False

10. There is only one syntax, which can be used to declare variables in JavaScript: var VariableName; and there aren't any variations to it.

True / False

III. Watch and listen to the [Listening IV](#) and choose the correct alternative a or b.

1. There are three variables in a number multiplying program and one of them is:

a) product

b) variable

2. The question marks in the schematic picture of RAM mean:

a) that the values are undefined

b) that there is varNum1;

3. Alert is according to the video:

a) a new page with text

b) a pop up box with text

4. varNum1; is according to the video:

a) undefined value

b) value, which equals 0.0

5. If we consider Input in programming languages:

a) in Java it is easier than in other languages

b) in Java it is harder than in other languages because of many variables

6. While testing the demo in JavaScript the alert window:
 - a) will appear to show the mistakes we made
 - b) will confirm that the name was stored inside the varName

7. Whatever input is treated as text it is called in computer science:
 - a) string
 - b) integer

8. Integers can't contain:
 - a) fractions
 - b) real numbers

9. One step in pseudo code requires:
 - a) only one step in source code
 - b) may require more than one step in source code

10. In JavaScript code:
 - a) there is special code for End
 - b) for the end you don't need any code

IV. Watch and listen to the [Listening V](#) and after listening match the halves of the sentences.

1. (Analyzing user requirements for input) If you cannot do this right
2. Sometimes programming languages are so huge
3. Markup means there's a bunch of text
4. There is a Java interpreter built inside the browser
5. After the head tag has been executed
6. Our current program will be so small

7. Try to keep your program
8. After any time you make any changes
9. When you reload the page
10. Accurate typing

- a) and a browser is taught how to read the markup of text basically.
- b) that more than likely there will be no logical errors or runtime errors.
- c) you get the new copy of it.
- d) then there will be bugs in the program.
- e) browser will execute the code or markup inside the body tag.
- f) is the most important part of writing proper programs.
- g) that will actually translate line by line to the executable approach.
- h) you have to save your file.
- i) even the inventors don't know all of it actually.
- j) as clean looking as possible.