

Place the letter of the matching description from the right column on the blank in front of the number of the left column.

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| _____ 1. Debugging | A. The finished program runs to specification and is robust and reliable. |
| _____ 2. Fit for purpose | B. A pen and paper exercise to debug a program. |
| _____ 3. High-level language | C. A program is reliable if it runs well and is never brought to a halt by a design flaw. |
| _____ 4. Bottom-up design | D. A process used in object oriented languages that identifies objects, how they relate to one another. |
| _____ 5. Problem specification | E. Design approach of sectioning a large and complex system into smaller and more easily manageable components. |
| _____ 6. Alpha testing | F. Also known as imperative languages because the programs follow a sequence of steps until they terminate. |
| _____ 7. Specification | G. Independent machine code that can be run without translation. |
| _____ 8. Boundary testing | H. A document outlining the program requirements set by the client. |
| _____ 9. Corrective maintenance | I. Correction of previously undetected errors during development apparent after installation of the software. |
| _____ 10. Event driven | J. Testing of software within the development organisation. |
| _____ 11. Compiler | K. A series of stages involving defined methods to produce a software project according to an initial specification. |
| _____ 12. Data modelling | L. A method of program refinement that starts with individual modules and builds them up into a complete program. |
| _____ 13. Internal commentary | M. Running a program with test data that represents the extreme upper and lower values. |
| _____ 14. Top-down design | N. The use of comments within source code to describe what it does. |
| _____ 15. Software development process | O. They use commands and instructions based on English words or phrases. |
| _____ 16. Dry run | P. The detection, location and removal of errors in a program. |
| _____ 17. Executable code | Q. A document outline of what is to be solved in terms of programming a solution to a given problem. |
| _____ 18. Procedural language | R. A system that responds to an external event such as mouse click or a key press. |
| _____ 19. Reliable | S. A program that translates a complete high level language program into an independent machine code program. |
| _____ 20. Structured listing | T. Program listing clearly showing the modules involved complete with commentary and meaningful variables. |