

CS Content Academy, Summer 2014
Quiz 6A: Language Implementation

1. Which is a characteristic of Machine Language?
 - A) It is expressed in binary form.
 - B) It contains many reserved words.
 - C) Variables must be named with only 6 characters.
 - D) It is machine-independent.

2. Which is a characteristic of Assembly Language?
 - A) It is expressed in binary form.
 - B) It is highly portable.
 - C) It maps directly to machine language.
 - D) It contains powerful operations.

3. Which is NOT a characteristic of High Level Languages?
 - A) They are more efficient than machine languages (i.e., programs run faster).
 - B) They contain powerful commands.
 - C) They are generally machine-independent.
 - D) They use natural language terms as commands.

4. Which is NOT an advantage of defining the syntax of a language using Backus-Naur Form?
 - A) automated lexical analysis
 - B) automated syntax checking
 - C) unambiguous syntax
 - D) efficiency of program execution

5. The main advantage of compiled languages over interpreted languages is
 - A) immediate execution
 - B) execution efficiency
 - C) portability
 - D) simple language implementation

6. The main advantage of interpreted language over compiled languages is
 - A) execution speed
 - B) code optimization
 - C) simple language implementation
 - D) immediate execution
7. The main advantage of using a Virtual Machine in hybrid languages is
 - A) execution speed
 - B) immediate execution
 - C) portability
 - D) simple language implementation
8. Java is an example of a language that is implemented through
 - A) precompilation into VM byte-code
 - B) compilation and linking into an executable
 - C) a source code interpreter
 - D) various techniques, depending upon the computer
9. The purpose of a Parse Tree during compilation is to
 - A) represent the syntax of a programming language
 - B) record errors discovered during compilation
 - C) represent the meaning of a program
 - D) keep track of symbols and identifiers used in a program
10. Execution optimization is usually performed during program
 - A) maintenance
 - B) compilation
 - C) execution
 - D) linking