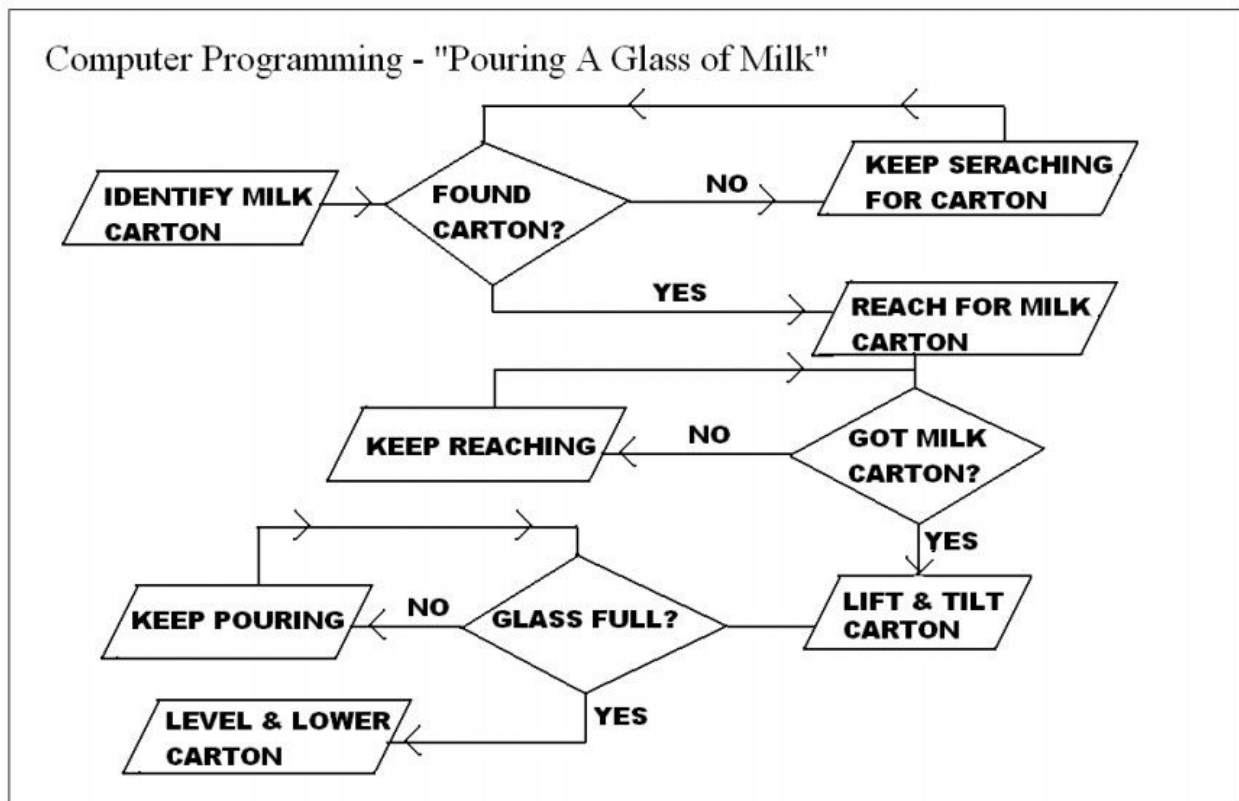


Unit 1, Topic 5 – Programming and Interfacing

1. Create a new Docs inside Google Classroom 'Control 8' (Unit 1, Topic 1 to 7). Rename it: Unit 1, Topic 5 - Programming.
2. Make your heading the same as the heading of this handout. Do not forget to have your name under the heading in italics.
3. Define the term "computer programming". Use Google, an online Dictionary or Wikipedia to find a suitable definition. [2 marks]
4. What does the following do? Explain the logic of the flowchart in a second paragraph. Re-create the flowchart. [10 marks]



5. In a third paragraph, describe how a computer might find a bad Jam Jam on a conveyer belt at Purity Factories. (Think of what sensors might be required to detect a flaw in the cookie.) [3 marks]
6. In a fourth paragraph, explain how flowcharts help computer programmers. [2 marks]

7. A computer interface is the boundary between a person and a computer (for example: a keyboard). List TWO(2) other examples. [2 marks]

TOTAL MARKS: 19