
AP Computer Science Principles

Name: _____ Score: _____

1. Collaboration in software means:
 - ☐ avoiding all feedback
 - ☐ writing code with no plan
 - ☐ one expert doing all the work
 - ☐ people working together toward a shared goal
2. A program's purpose is why it exists; its function is:
 - ☐ who wrote it
 - ☐ what it does – the behavior a user sees
 - ☐ how fast it runs
 - ☐ how much memory it uses
3. Good practice is to start coding immediately, skipping design.
 - ☐ True ☐ False
4. The work of finding and fixing mistakes in a program is called _____.

5. Good feedback comments on the work, not the person.
 - ☐ True ☐ False
6. Which is an example of input?
 - ☐ a user tapping a button
 - ☐ text appearing on screen
 - ☐ a file being saved
 - ☐ a robot arm moving
7. A process that repeats its stages, improving a little each time, is _____.

8. A missing bracket that stops the program from running is a:
 - ☐ edge case
 - ☐ logic error
 - ☐ runtime error

☐ syntax error

9. A _____ control system records every edit and merges everyone's work.

10. A program that waits and reacts to clicks and key presses is _____-driven.

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1. people working together toward a shared goal

A team shares ideas and divides the work toward one goal.

2. what it does – the behavior a user sees

Purpose = the goal; function = the visible behavior that reaches it.

3. False

Skipping design usually wastes time – plan first, then code.

4. debugging

A mistake is a bug; fixing bugs is debugging.

5. True

That keeps feedback useful and respectful.

6. a user tapping a button

A tap is data the program receives; the others are outputs.

7. iterative

Iterative and incremental development loops to refine the program.

8. syntax error

Breaking the language's rules is a syntax error.

9. version

Version control lets a team combine changes without losing any.

10. event

Each event triggers an event handler.