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

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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.

    _____

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.

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