

AP Computer Science Principles

Name: _____ Score: _____

1. A variable is best described as:
 - ☐ a named box that stores one value at a time
 - ☐ a permanent number that never changes
 - ☐ a kind of error
 - ☐ the program's output
2. Data abstraction helps a programmer by:
 - ☐ hiding detail so complexity is easier to manage
 - ☐ making programs run on more computers
 - ☐ removing all the data
 - ☐ adding more variables
3. What is $2 + 3 \times 4$?

4. A string is:
 - ☐ an ordered sequence of characters
 - ☐ a single number
 - ☐ a true/false value
 - ☐ a kind of loop
5. A Boolean expression always evaluates to:
 - ☐ true or false
 - ☐ any number
 - ☐ a string
 - ☐ a list
6. A conditional statement runs a block of code:
 - ☐ only when its condition is true
 - ☐ always, every time
 - ☐ never
 - ☐ in a random order

7. Repeating a block of code with a loop is called _____.

8. In $\text{score} \leftarrow 10$, the arrow means score _____ the value 10.

9. A _____ groups many values under one name, like all the marks of a class.

10. What is $(2 + 3) \times 4$?

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1. **a named box that stores one value at a time**

The name is the label; the box holds the current value.

2. **hiding detail so complexity is easier to manage**

Grouping data under one name hides needless detail.

3. **14**

Multiplication first: $3 \times 4 = 12$, then $2 + 12 = 14$.

4. **an ordered sequence of characters**

Order matters, so "abc" $\neq$ "cba".

5. **true or false**

Exactly one of two values: true or false.

6. **only when its condition is true**

The condition decides whether the block runs.

7. **iteration**

Iteration lets a short program do a lot of work.

8. **gets**

Assignment stores the right-hand value into the left-hand name.

9. **list**

A list is the most common abstract data type.

10. **20**

Brackets first: $2 + 3 = 5$, then $5 \times 4 = 20$.