**Chapter 1: Introduction to Computers and Programming**

1. Define Software categories. Draw a layered view of the computer.
2. Write down 4 (four essential services of operating system).
3. Define 3 types of computer languages with examples.
4. Define object program and executable program.
5. Write down the steps of program execution.
6. Write down 3 (three) types of program errors.

**Chapter 2: Input processing and output**

1. Define data type. Name 3 (three) data types with examples.
2. What is a variable? Write down 4 variable rules. (Python crash course page 21)

**Chapter 3: Decision structures and Boolean logic**

1. Define a control structure, sequence structure, and decision structure with example.
2. Define a dual alternative decision structure and design a dual alternative decision structure diagram and write a code using the diagram.
3. What is logical operators? Give example of three logical operators.

**Topic 4: Repetition structures**

1. Define repetition structures. Write down the disadvantages of not using repetition structures on your codes.
2. Define range functions. Write down the characteristics of range functions.
3. Define nested loop with example and diagram.

**Topic 5: Functions and Modules**

1. Define functions and modularized program. Write down the benefits of modularizing a program with functions.
2. Write down the rules of defining and calling a function.
3. Define hierarchy chart with diagram.
4. What is an argument? Write down the process of making changes to parameters with your own codes.
5. What are the differences between global variables and global constants?
6. What is module? Write down two rules for module names.