

CSE 007 Final

Exam, Form: A

Name: _____

Student Number: _____

TA: _____

Date: _____

Section 1. Bilgisayar Mühendisliğinin genel kavramları hakkında bilgi sahibi olmak

1. Which of the following is not an operating system
 - (a) Windows
 - (b) Linux
 - (c) iOS
 - (d) Microsoft Office
2. Which one of the following is the core part of an Operating System
 - (a) Kernel
 - (b) Shell
 - (c) Application
 - (d) Utility
3. At the heart of CS is the search on finding “steps to solve a computational problem.” The collection of these steps is called
 - (a) Prescription
 - (b) Formula
 - (c) Intuition
 - (d) Algorithm
4. The international standard that we use to represent characters in many languages is called
 - (a) Unicode
 - (b) ASCII
 - (c) String
 - (d) ISO
5. Which of the following cannot be used to store data
 - (a) Hard disk
 - (b) Network
 - (c) DVD-ROM
 - (d) RAM

6. What is the result of $((1 \text{ AND } 0) \text{ OR } 1)$?

- (a) 0
- (b) 1
- (c) Can not be known
- (d) 2

7. How many different objects can you represent using 6 bits?

- (a) 32
- (b) 6
- (c) 64
- (d) 36

8. Which of the following is not one of the essentially desirable properties of an algorithm?

- (a) Efficient
- (b) Fast
- (c) Short
- (d) Correct

9. The basic unit of operation in a CPU is called

- (a) Memory
- (b) Bit
- (c) Microprocessor
- (d) Instruction

Section 2. Bilgisayar Mühendisliğinin alt disiplinleri hakkında bilgi sahibi olmak

10. Torrent is an example of which network architecture?
 - (a) Client-server
 - (b) P2P
 - (c) Browser
 - (d) Email

11. Which of the following is not one of the main activities of software engineering.
- (a) Requirements analysis
 - (b) Measurement
 - (c) Development
 - (d) Maintenance
12. HTTP is an example of a network ———
- (a) architecture
 - (b) computer
 - (c) protocol
 - (d) browser
13. Web is an example of which network architecture?
- (a) Client-server
 - (b) P2P
 - (c) Browser
 - (d) Email
14. Suppose you want to design your game characters so that they behave like human-controlled characters. Which of the following topics do you need to learn for that?
- (a) Artificial intelligence
 - (b) Computer networks
 - (c) Operating systems
 - (d) Biology
15. Which of the following is false
- (a) Coding is the largest part of a software project
 - (b) Comments are a form of documentation
 - (c) Software Engineering is a new discipline
 - (d) Debugging is harder than coding
16. There are different ways in which you can supply input to and read output from a computing device. Which topic do you need to learn if you want to design pleasant and efficient input/output methods?
- (a) Phonetics
 - (b) Human Computer Interaction
 - (c) Database
 - (d) Physics
17. Which one is not a network topology?
- (a) Ring
 - (b) Bus
 - (c) Star
 - (d) Line
18. Which phase of the software engineering practice involves interaction with the client?
- (a) Coding
 - (b) Architecture design
 - (c) Documentation
 - (d) Requirements analysis
19. Which of the following aims to detect errors and bugs in software ?
- (a) Reading
 - (b) Testing
 - (c) Using
 - (d) Abusing
- Section 3. Bilgisayar Mühendisliği meslek ve eğitim etiğinden haberdar olmak**
20. If you must take a course before you can take another course, this is called:
- (a) Opposite
 - (b) Prerequisite
 - (c) Composite
 - (d) Maturity
21. Ethical or not; getting a tutor do the homework assignments for you.
- (a) Ethical if the tutor is not paid
 - (b) Absolutely not!
 - (c) Ethical if the tutor is not paid and he explains the solution to you
 - (d) Why not?
22. What is the name of the instructor for this course?
- (a) Ercan Solak
 - (b) Murat Sekin Ayhan
 - (c) Olcay Taner Yildiz
 - (d) Taner Eskil

23. The assignment is due next morning and you still cannot solve a problem. What should you do?
- (a) Call a buddy and ask for help
 - (b) Submit what you have got and start working on the assignment earlier next time
 - (c) Google for a solution
 - (d) E-mail the instructor and ask her to postpone the due date
24. Which of the following definitions best fit plagiarism?
- (a) A search technique in artificial intelligence to find better strategies for online gaming
 - (b) A semantic group of software architects that meet online for a purpose (e.g. hacking a server)
 - (c) To present someone else's ideas or work as one's own
 - (d) Sharing of resources such as memory and the processor by multiple running applications
25. Which of the following would be considered cheating in 'strictly individual' projects?
- (a) Copying solutions from online sources
 - (b) Getting help from a friend or tutor
 - (c) Solving the problem together with friends and writing the paper individually
 - (d) All of the above

Answer Key for Exam A

Section 1. Bilgisayar Mühendisliğinin genel kavramları hakkında bilgi sahibi olmak

1. (d)
2. (a)
3. (d)
4. (a)
5. (b)
6. (b)
7. (c)
8. (c)
9. (d)

Section 2. Bilgisayar Mühendisliğinin alt disiplinleri hakkında bilgi sahibi olmak

10. (b)
11. (b)
12. (c)

13. (a)
14. (a)
15. (a)
16. (b)
17. (d)
18. (d)
19. (b)

Section 3. Bilgisayar Mühendisliği meslek ve eğitim etiğinden haberdar olmak

20. (b)
21. (b)
22. (c)
23. (b)
24. (c)
25. (d)

CSE 007 Final

Exam, Form: B

Name: _____

Student Number: _____

TA: _____

Date: _____

Section 1. Bilgisayar Mühendisliğinin genel kavramları hakkında bilgi sahibi olmak

1. What is the result of $((1 \text{ AND } 0) \text{ OR } 1)$?
 - (a) 0
 - (b) 1
 - (c) Can not be known
 - (d) 2
2. Which one of the following is the core part of an Operating System
 - (a) Kernel
 - (b) Shell
 - (c) Application
 - (d) Utility
3. Which of the following is not one of the essentially desirable properties of an algorithm?
 - (a) Efficient
 - (b) Fast
 - (c) Short
 - (d) Correct
4. Which of the following cannot be used to store data
 - (a) Hard disk
 - (b) Network
 - (c) DVD-ROM
 - (d) RAM
5. The basic unit of operation in a CPU is called
 - (a) Memory
 - (b) Bit
 - (c) Microprocessor
 - (d) Instruction

6. The international standard that we use to represent characters in many languages is called
 - (a) Unicode
 - (b) ASCII
 - (c) String
 - (d) ISO
7. How many different objects can you represent using 6 bits?
 - (a) 32
 - (b) 6
 - (c) 64
 - (d) 36
8. At the heart of CS is the search on finding “steps to solve a computational problem.” The collection of these steps is called
 - (a) Prescription
 - (b) Formula
 - (c) Intuition
 - (d) Algorithm
9. Which of the following is not an operating system
 - (a) Windows
 - (b) Linux
 - (c) iOS
 - (d) Microsoft Office

Section 2. Bilgisayar Mühendisliğinin alt disiplinleri hakkında bilgi sahibi olmak

10. Which phase of the software engineering practice involves interaction with the client?
 - (a) Coding
 - (b) Architecture design
 - (c) Documentation
 - (d) Requirements analysis

11. Suppose you want to design your game characters so that they behave like human-controlled characters. Which of the following topics do you need to learn for that?
- (a) Artificial intelligence
 - (b) Computer networks
 - (c) Operating systems
 - (d) Biology
12. There are different ways in which you can supply input to and read output from a computing device. Which topic do you need to learn if you want to design pleasant and efficient input/output methods?
- (a) Phonetics
 - (b) Human Computer Interaction
 - (c) Database
 - (d) Physics
13. Which of the following is not one of the main activities of software engineering.
- (a) Requirements analysis
 - (b) Measurement
 - (c) Development
 - (d) Maintenance
14. Which one is not a network topology?
- (a) Ring
 - (b) Bus
 - (c) Star
 - (d) Line
15. Which of the following aims to detect errors and bugs in software ?
- (a) Reading
 - (b) Testing
 - (c) Using
 - (d) Abusing
16. Web is an example of which network architecture?
- (a) Client-server
 - (b) P2P
 - (c) Browser
 - (d) Email
17. Torrent is an example of which network architecture?
- (a) Client-server
 - (b) P2P
 - (c) Browser
 - (d) Email
18. Which of the following is false
- (a) Coding is the largest part of a software project
 - (b) Comments are a form of documentation
 - (c) Software Engineering is a new discipline
 - (d) Debugging is harder than coding
19. HTTP is an example of a network ———
- (a) architecture
 - (b) computer
 - (c) protocol
 - (d) browser
- Section 3. Bilgisayar Mühendisliği meslek ve eğitim etiğinden haberdar olmak
20. Ethical or not; getting a tutor do the homework assignments for you.
- (a) Ethical if the tutor is not paid
 - (b) Absolutely not!
 - (c) Ethical if the tutor is not paid and he explains the solution to you
 - (d) Why not?
21. What is the name of the instructor for this course?
- (a) Ercan Solak
 - (b) Murat Sekin Ayhan
 - (c) Olcay Taner Yildiz
 - (d) Taner Eskil

22. The assignment is due next morning and you still cannot solve a problem. What should you do?
- (a) Call a buddy and ask for help
 - (b) Submit what you have got and start working on the assignment earlier next time
 - (c) Google for a solution
 - (d) E-mail the instructor and ask her to postpone the due date
23. Which of the following would be considered cheating in 'strictly individual' projects?
- (a) Copying solutions from online sources
 - (b) Getting help from a friend or tutor
 - (c) Solving the problem together with friends and writing the paper individually
 - (d) All of the above
24. Which of the following definitions best fit plagiarism?
- (a) A search technique in artificial intelligence to find better strategies for online gaming
 - (b) A semantic group of software architects that meet online for a purpose (e.g. hacking a server)
 - (c) To present someone else's ideas or work as one's own
 - (d) Sharing of resources such as memory and the processor by multiple running applications
25. If you must take a course before you can take another course, this is called:
- (a) Opposite
 - (b) Prerequisite
 - (c) Composite
 - (d) Maturity

Answer Key for Exam B

Section 1. Bilgisayar Mühendisliğinin genel kavramları hakkında bilgi sahibi olmak

1. (b)

2. (a)

3. (c)

4. (b)

5. (d)

6. (a)

7. (c)

8. (d)

9. (d)

Section 2. Bilgisayar Mühendisliğinin alt disiplinleri hakkında bilgi sahibi olmak

10. (d)

11. (a)

12. (b)

13. (b)

14. (d)

15. (b)

16. (a)

17. (b)

18. (a)

19. (c)

Section 3. Bilgisayar Mühendisliği meslek ve eğitim etiğinden haberdar olmak

20. (b)

21. (c)

22. (b)

23. (d)

24. (c)

25. (b)

CSE 007 Final

Exam, Form:

Name: _____

Student Number: _____

TA: _____

Date: _____

Section 1. Bilgisayar Mühendisliğinin genel kavramları hakkında bilgi sahibi olmak

1. At the heart of CS is the search on finding “steps to solve a computational problem.” The collection of these steps is called
 - (a) Prescription
 - (b) Formula
 - (c) Intuition
 - (d) Algorithm
2. The basic unit of operation in a CPU is called
 - (a) Memory
 - (b) Bit
 - (c) Microprocessor
 - (d) Instruction
3. Which of the following is not one of the essentially desirable properties of an algorithm?
 - (a) Efficient
 - (b) Fast
 - (c) Short
 - (d) Correct
4. Which of the following cannot be used to store data
 - (a) Hard disk
 - (b) Network
 - (c) DVD-ROM
 - (d) RAM
5. The international standard that we use to represent characters in many languages is called
 - (a) Unicode
 - (b) ASCII
 - (c) String
 - (d) ISO

6. Which one of the following is the core part of an Operating System
 - (a) Kernel
 - (b) Shell
 - (c) Application
 - (d) Utility
7. What is the result of $((1 \text{ AND } 0) \text{ OR } 1)$?
 - (a) 0
 - (b) 1
 - (c) Can not be known
 - (d) 2
8. Which of the following is not an operating system
 - (a) Windows
 - (b) Linux
 - (c) iOS
 - (d) Microsoft Office
9. How many different objects can you represent using 6 bits?
 - (a) 32
 - (b) 6
 - (c) 64
 - (d) 36

Section 2. Bilgisayar Mühendisliğinin alt disiplinleri hakkında bilgi sahibi olmak

10. Which phase of the software engineering practice involves interaction with the client?
 - (a) Coding
 - (b) Architecture design
 - (c) Documentation
 - (d) Requirements analysis

11. Which of the following is not one of the main activities of software engineering.
- (a) Requirements analysis
 - (b) Measurement
 - (c) Development
 - (d) Maintenance
12. Web is an example of which network architecture?
- (a) Client-server
 - (b) P2P
 - (c) Browser
 - (d) Email
13. Which one is not a network topology?
- (a) Ring
 - (b) Bus
 - (c) Star
 - (d) Line
14. Suppose you want to design your game characters so that they behave like human-controlled characters. Which of the following topics do you need to learn for that?
- (a) Artificial intelligence
 - (b) Computer networks
 - (c) Operating systems
 - (d) Biology
15. HTTP is an example of a network ———
- (a) architecture
 - (b) computer
 - (c) protocol
 - (d) browser
16. There are different ways in which you can supply input to and read output from a computing device. Which topic do you need to learn if you want to design pleasant and efficient input/output methods?
- (a) Phonetics
 - (b) Human Computer Interaction
 - (c) Database
 - (d) Physics
17. Which of the following is false
- (a) Coding is the largest part of a software project
 - (b) Comments are a form of documentation
 - (c) Software Engineering is a new discipline
 - (d) Debugging is harder than coding
18. Torrent is an example of which network architecture?
- (a) Client-server
 - (b) P2P
 - (c) Browser
 - (d) Email
19. Which of the following aims to detect errors and bugs in software ?
- (a) Reading
 - (b) Testing
 - (c) Using
 - (d) Abusing
- Section 3. Bilgisayar Mühendisliği meslek ve eğitim etiğinden haberdar olmak**
20. If you must take a course before you can take another course, this is called:
- (a) Opposite
 - (b) Prerequisite
 - (c) Composite
 - (d) Maturity
21. The assignment is due next morning and you still cannot solve a problem. What should you do?
- (a) Call a buddy and ask for help
 - (b) Submit what you have got and start working on the assignment earlier next time
 - (c) Google for a solution
 - (d) E-mail the instructor and ask her to postpone the due date

22. What is the name of the instructor for this course?
- (a) Ercan Solak
 - (b) Murat Sekin Ayhan
 - (c) Olcay Taner Yildiz
 - (d) Taner Eskil
23. Which of the following definitions best fit plagiarism?
- (a) A search technique in artificial intelligence to find better strategies for online gaming
 - (b) A semantic group of software architects that meet online for a purpose (e.g. hacking a server)
 - (c) To present someone else's ideas or work as one's own
 - (d) Sharing of resources such as memory and the processor by multiple running applications
24. Which of the following would be considered cheating in 'strictly individual' projects?
- (a) Copying solutions from online sources
 - (b) Getting help from a friend or tutor
 - (c) Solving the problem together with friends and writing the paper individually
 - (d) All of the above
25. Ethical or not; getting a tutor do the homework assignments for you.
- (a) Ethical if the tutor is not paid
 - (b) Absolutely not!
 - (c) Ethical if the tutor is not paid and he explains the solution to you
 - (d) Why not?

Answer Key for Exam C

Section 1. Bilgisayar Mühendisliğinin genel kavramları hakkında bilgi sahibi olmak

1. (d)
2. (d)
3. (c)
4. (b)
5. (a)
6. (a)
7. (b)
8. (d)
9. (c)

Section 2. Bilgisayar Mühendisliğinin alt disiplinleri hakkında bilgi sahibi olmak

10. (d)
11. (b)
12. (a)

13. (d)
14. (a)
15. (c)
16. (b)
17. (a)
18. (b)
19. (b)

Section 3. Bilgisayar Mühendisliği meslek ve eğitim etiğinden haberdar olmak

20. (b)
21. (b)
22. (c)
23. (c)
24. (d)
25. (b)

CSE 007 Final

Exam, Form: D

Name: _____

Student Number: _____

TA: _____

Date: _____

Section 1. Bilgisayar Mühendisliğinin genel kavramları hakkında bilgi sahibi olmak

1. The basic unit of operation in a CPU is called
 - (a) Memory
 - (b) Bit
 - (c) Microprocessor
 - (d) Instruction
2. Which of the following is not an operating system
 - (a) Windows
 - (b) Linux
 - (c) iOS
 - (d) Microsoft Office
3. The international standard that we use to represent characters in many languages is called
 - (a) Unicode
 - (b) ASCII
 - (c) String
 - (d) ISO
4. Which of the following is not one of the essentially desirable properties of an algorithm?
 - (a) Efficient
 - (b) Fast
 - (c) Short
 - (d) Correct
5. At the heart of CS is the search on finding “steps to solve a computational problem.” The collection of these steps is called
 - (a) Prescription
 - (b) Formula
 - (c) Intuition
 - (d) Algorithm

6. How many different objects can you represent using 6 bits?
 - (a) 32
 - (b) 6
 - (c) 64
 - (d) 36
7. What is the result of $((1 \text{ AND } 0) \text{ OR } 1)$?
 - (a) 0
 - (b) 1
 - (c) Can not be known
 - (d) 2
8. Which of the following cannot be used to store data
 - (a) Hard disk
 - (b) Network
 - (c) DVD-ROM
 - (d) RAM
9. Which one of the following is the core part of an Operating System
 - (a) Kernel
 - (b) Shell
 - (c) Application
 - (d) Utility

Section 2. Bilgisayar Mühendisliğinin alt disiplinleri hakkında bilgi sahibi olmak

10. Which one is not a network topology?
 - (a) Ring
 - (b) Bus
 - (c) Star
 - (d) Line
11. HTTP is an example of a network _____
 - (a) architecture
 - (b) computer
 - (c) protocol
 - (d) browser

12. Which of the following is false
- (a) Coding is the largest part of a software project
 - (b) Comments are a form of documentation
 - (c) Software Engineering is a new discipline
 - (d) Debugging is harder than coding
13. Web is an example of which network architecture?
- (a) Client-server
 - (b) P2P
 - (c) Browser
 - (d) Email
14. There are different ways in which you can supply input to and read output from a computing device. Which topic do you need to learn if you want to design pleasant and efficient input/output methods?
- (a) Phonetics
 - (b) Human Computer Interaction
 - (c) Database
 - (d) Physics
15. Which phase of the software engineering practice involves interaction with the client?
- (a) Coding
 - (b) Architecture design
 - (c) Documentation
 - (d) Requirements analysis
16. Torrent is an example of which network architecture?
- (a) Client-server
 - (b) P2P
 - (c) Browser
 - (d) Email
17. Which of the following is not one of the main activities of software engineering.
- (a) Requirements analysis
 - (b) Measurement
 - (c) Development
 - (d) Maintenance
18. Suppose you want to design your game characters so that they behave like human-controlled characters. Which of the following topics do you need to learn for that?
- (a) Artificial intelligence
 - (b) Computer networks
 - (c) Operating systems
 - (d) Biology
19. Which of the following aims to detect errors and bugs in software ?
- (a) Reading
 - (b) Testing
 - (c) Using
 - (d) Abusing
- Section 3. Bilgisayar Mühendisliği meslek ve eğitim etiğinden haberdar olmak**
20. If you must take a course before you can take another course, this is called:
- (a) Opposite
 - (b) Prerequisite
 - (c) Composite
 - (d) Maturity
21. What is the name of the instructor for this course?
- (a) Ercan Solak
 - (b) Murat Sekin Ayhan
 - (c) Olcay Taner Yildiz
 - (d) Taner Eskil
22. The assignment is due next morning and you still cannot solve a problem. What should you do?
- (a) Call a buddy and ask for help
 - (b) Submit what you have got and start working on the assignment earlier next time
 - (c) Google for a solution
 - (d) E-mail the instructor and ask her to postpone the due date

23. Which of the following would be considered cheating in 'strictly individual' projects?
- (a) Copying solutions from online sources
 - (b) Getting help from a friend or tutor
 - (c) Solving the problem together with friends and writing the paper individually
 - (d) All of the above
24. Ethical or not; getting a tutor do the homework assignments for you.
- (a) Ethical if the tutor is not paid
 - (b) Absolutely not!
 - (c) Ethical if the tutor is not paid and he explains the solution to you
 - (d) Why not?
25. Which of the following definitions best fit plagiarism?
- (a) A search technique in artificial intelligence to find better strategies for online gaming
 - (b) A semantic group of software architects that meet online for a purpose (e.g. hacking a server)
 - (c) To present someone else's ideas or work as one's own
 - (d) Sharing of resources such as memory and the processor by multiple running applications

Answer Key for Exam D

Section 1. Bilgisayar Mühendisliğinin genel kavramları hakkında bilgi sahibi olmak

1. (d)
2. (d)
3. (a)
4. (c)
5. (d)
6. (c)
7. (b)
8. (b)
9. (a)

Section 2. Bilgisayar Mühendisliğinin alt disiplinleri hakkında bilgi sahibi olmak

10. (d)
11. (c)
12. (a)

13. (a)
14. (b)
15. (d)
16. (b)
17. (b)
18. (a)
19. (b)

Section 3. Bilgisayar Mühendisliği meslek ve eğitim etiğinden haberdar olmak

20. (b)
21. (c)
22. (b)
23. (d)
24. (b)
25. (c)