**Software Review**

**Directions:** Save as “last, first name SOFTWARE REVIEW”-Save in H: drive-Answer each question in detail. Use [THIS](https://itgs.wikispaces.com/file/view/MarkBand_Rubric.pdf/272335792/MarkBand_Rubric.pdf) rubric to make sure your answers are quality.

1. What is the relationship between higher level languages and machine language?
2. Most computer software falls into one of three categories: compilers and other translator programs, software applications, and system software. Describe and give examples of each.
3. Which must be loaded first into the computer’s memory- the operating system or software applications? Why?
4. Describe several functions of an operating system. Do all of these apply to all operating systems?
5. What does it mean when we say that software is written for a particular platform? Give specific examples of several platforms.
6. What is the relationship between a utility and operating system?
7. What is a graphical user interface? How does it differ from a character-based interface? What are the advantages of each?
8. Describe several steps you might take to solve the problem if your word processing program locks up while you’re writing a paper?
9. How do Web applications differ from PC-based applications? What are some advantages of each?
10. Speculate about the user interface of a typical computer in the year 2020. How would this user interface differ from those used in today’s computers?
11. How do you feel about the open-software movement? Would you be willing to volunteer your time to write software or help users for free?
12. Define each of these file formats. What are they and how are they used?
    * RTF (rich text format) –
    * TXT (text) –
    * PDF (portable document format) –
    * XLSX (Excel spreadsheet) –
    * SWF (small web format) –
    * ZIP (zipped file) –
    * JPG/JPEG (Joint Photographic Experts Group bitmap) –
    * PNG (portable network graphics bitmap) –
    * CSV (comma-separated values) –
    * HTM/HTML (hypertext markup language) –