

6. Szintnek megfelelő kimeneti mérés

1. Match the parts of these internet addresses (1-8) with the descriptions (a-h)

kroberts1943@yahoo.co.uk

<http://www.cambridge.org/elt/infotech/about.htm/>

- | | |
|------------------|--|
| 1. kroberts | a) domain name of the main server |
| 2. @ | b) username |
| 3. yahoo.co.uk | c) the protocol used to connect to the web server |
| 4. http | d) the directory path, the place where the web page is located |
| 5. www. | e) domain name of the web server |
| 6. cambridge.org | f) the name of a single webpage |
| 7. elt | g) the symbol that means <i>at</i> |
| 8. about.htm | h) also known as W3 (short for World Wide Web) |

/8

2. Web designing: Put these steps into the correct order.

- Write and format the text
- 1 Decide the content and structure for the website
- Publish the website
- Insert computer graphics and sound
- Keep the website updated
- Link related pages to each other using hyperlinks

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3. Complete the text with words from the box.

flowchart	program	bugs	coding
debugging	documentation	compiled	

Programming steps

To write a (1) _____, software engineers usually follow these steps. First of all, they try to understand exactly, what the problem is and decide, in a general way, how to solve it.

The next phase is to design a step-by-step plan of instructions. This usually takes the form of a (2) _____, a diagram that uses special symbols showing the logical relationship between the parts of the program.

Next, they write the instructions in a high-level computer language like PASCAL, COBOL or C++. This is called (3) _____. The program is then (4) _____, a process that converts the source code into machine code.

When the program is written, they have to test it with sample data to see if there are (5) _____, or errors. The process of correcting these errors is called (6) _____.

Software developers conduct a series of tests until the program runs smoothly.

Finally, they write detailed (7) _____ for users. Manuals tell us how to use the programs.

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TOTAL: /20