

2.2 PROGRAMMING TECHNIQUES · 2.2.1(E)

Using an IDE

Original practice questions · 30 marks · about 40 minutes · spec 2.2.1(e)

Instructions. Answer all questions. Marks are shown in brackets []. Name IDE **features**, not products. The extended question assesses quality of written communication.

1 Total: 6 marks

(a) State what is meant by an *IDE*. [2]

.....

(b) Identify **two** features of an IDE that help a programmer **write** code. [2]

.....

(c) Identify **two** features of an IDE that help a programmer **debug** code. [2]

.....

2 Total: 6 marks

Describe **three** features of an IDE that help a programmer **write** code. For each, state the feature and how it helps. [6]

.....

.....

.....

.....

.....

3 Total: 6 marks

A program runs without crashing but produces the wrong total.

Describe **three** debugging features of an IDE the programmer could use to find the fault. For each, state the feature and how it helps. [6]

.....

.....

.....

.....

.....

(a) Explain the difference between the kind of error caught by *error highlighting* and the kind found using the *debugger*. [2]

(b) State one feature that lets a programmer see a variable's value while the program is paused. [1]

A student is deciding whether to develop a large program using a plain text editor or a full IDE.

Discuss the benefits to a programmer of using an IDE to develop a program. Reach a justified conclusion.

[9]

END OF QUESTIONS