1. (2 pts) The four steps in Polya’s Problem Solving Methodology are ___________________, ___________________, ___________________, and ___________________.

2. (2 pts) A style of programming is called a ___________________, an example of which is ___________________ which is used in Java.

3. (2 pts) Three general types of computer languages are ___________________ which the CPU can directly understand, ___________________ which is readable by humans and easily translated into something the CPU can understand, and ___________________ which consists of English-like statements.

4. (2 pts) Structured languages avoid the use of ___________________ statements.

5. (2 pts) The decimal equivalent of the binary number $1111_2$ is ________________.