

Wk 1: basics

Computer parts

- Hard drive stores data = grocery store
- RAM temp stores it = pantry
- Processor uses RAM = stove
 - P uses RAM b/c faster than using HD. can't just use RAM w/out HD b/c RAM loses memory when turned off and has less avail space
 - Reads binary

Programming languages: high to low level: pseudo > high > assembly > machine

- High level
 - Scripting: python perl javascript
 - Object oriented: C# C++ Java
 - Math: matlab, R
 - procedural/structured: C, Fortran, BASIC, Pascal
- Assembly
 - Java bytecode for JVM
- Machine
 - Binary
 - Machine code
 - Executable code

High level → compiler converts code into executable form → lower form → interpreter translates while running program

Java compiled by Javac to bytecode → interpreted and run by JVM java virtual machine

Why is java universal?

- For most languages, compiler's executable only works on specific processor
- Javac compiles Java into a special portable executable, bytecode, that works on many dif devices. Each device has its own JVM which can execute/interpret bytecode

Programming phases

- Define & analyze, design, write code, test code, documentation, maintain/upgrade

3 types of program control

- Sequential (default)
- Decision
- Repetition (loops)
- ALL general purpose programming languages must have ways to do these 3 things

Sample run: what appears on the screen, including system printed output and your input

Pseudocode: non-coding version of code

Pseudocode tracing: following through pseudocode on paper

Intro To Java Final Exam

**Brian C. Ladd, Christopher James
Jenkins**



Intro To Java Final Exam:

Introduction to Java Programming Y. Daniel Liang, 2009 Groundbreaking fundamentals first approach enables readers to understand the basics before being introduced to more challenging topics Liang offers one of the broadest ranges of carefully chosen examples reinforcing key concepts with objectives lists introduction and chapter overviews easy to follow examples chapter summaries review questions programming exercises and interactive self test Now uses standard classes only Offers new chapters on data structures JSF for visual Web development and Web services includes a new standalone chapter on the full GUI library Uses UML diagrams in every example starting chapter 8 Includes additional notes with diagrams Comprehensive coverage of Java and programming make this a useful reference for IT professionals

Introduction to Java Programming, Comprehensive Version 2014-2015 Harry Hariom Choudhary, 2014-01-15 Made Java Skills Easy _ _____ Introduction to Java Programming Comprehensive Version 8Th 10th Best Selling Edition Easy Standard Special Beginner s To Expert Edition for Students and IT Professional s 2014 This Java Book is One of worlds Best Java Book Author teaches concepts of problem solving and object oriented programming using a fundamentals first approach Beginning programmers learn critical problem solving techniques then move on to grasp the key concepts of object oriented GUI programming advanced GUI and Web programming using Java Regardless of major students will be able to grasp concepts of problem solving and programming thanks to Authors fundamentals first approach students learn critical problem solving skills and core constructs before object oriented programming Authors approach has been extended to application rich programming examples which go beyond the traditional math based problems found in most texts Students are introduced to topics like control statements methods and arrays before learning to create classes Later chapters introduce advanced topics including graphical user interface exception handling I O and data structures Small simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line by line explanations Increased data structures chapters make the Tenth Edition ideal for a full course on data structures BRIEF CONTENTS 1 Introduction to Computers Programs and Java 1 2 Elementary Programming 23 3 Selections 71 4 Loops 115 5 Methods 155 6 Single Dimensional Arrays 197 7 Multidimensional Arrays 235 8 Objects and Classes 263 9 Strings and Text I O 301 10 Thinking in Objects 343 11 Inheritance and Polymorphism 373 12 GUI Basics 405 13 Exception Handling 431 14 Abstract Classes and Interfaces 457 15 Graphics 497 16 Event Driven Programming 533 17 Creating Graphical User Interfaces 571 18 Applets and Multimedia 613 19 Binary I O 649 20 Recursion 677 APPENDIXES A Java Keywords 707 B The ASCII Character Set 710 C Operator Precedence Chart 712 D Java Modifiers 714 E Special Floating Point Values 716 F Number Systems 717 An Introduction to Java Programming Y. Daniel Liang, 1998 Software Programming Languages **A Concise and Practical Introduction to Programming Algorithms in Java** Frank Nielsen, 2009-04-05 A Concise and Practical Introduction to Programming Algorithms in Java has two main goals The first is

for novice programmers to learn progressively the basic concepts underlying most imperative programming languages using Java The second goal is to introduce new programmers to the very basic principles of thinking the algorithmic way and turning the algorithms into programs using the programming concepts of Java The book is divided into two parts and includes The fundamental notions of variables expressions and assignments with type checking Conditional and loop statements Explanation of the concepts of functions with pass by value arguments and recursion Fundamental sequential and bisection search techniques Basic iterative and recursive sorting algorithms Each chapter of the book concludes with a set of exercises to enable students to practice concepts covered Java Demystified Jim Keogh,2004-05-20 Learn Java with this fun and painless self teaching guide Easy to understand step by step instruction explains the most commonly used programming language for designing dynamic Web pages Numerous examples quizzes at the end of each chapter and a final exam solidify the knowledge you have learned *An Introduction to Programming and Object-Oriented Design Using JAVA* Jaime Nino,Frederick A. Hosch,2002 Covers I O applets Java syntax design patterns and distinction between specification and implementation *Introduction to Java Programming with JBuilder 3* Y. Daniel Liang,2000 For comprehensive courses on Java Programming This comprehensive introduction to the concepts and practice of Java programming builds carefully and cumulatively from chapter to chapter Early chapters provide the conceptual basis for understanding Java and guide students through simple examples and exercises subsequent chapters progressively present Java programming in detail and culminate in teaching the development of comprehensive Java applications The appendices contain a mixed bag of topics that include an HTML tutorial To facilitate developing and managing Java programs the book is aided by JBuilder With a tool like JBuilder students can not only develop Java programs more productively but also learn Java programming more effectively

Advances in Information Technology and Education Honghua Tan,Mark Zhou,2011-06-30 This two volume set CCIS 201 and CCIS 202 constitutes the refereed proceedings of the International Conference on Computer Science and Education CSE 2011 held in Qingdao China in July 2011 The 164 revised full papers presented in both volumes were carefully reviewed and selected from a large number of submissions The papers address a large number of research topics and applications from artificial intelligence to computers and information technology from education systems to methods research and other related issues such as database technology computer architecture software engineering computer graphics control technology systems engineering network communication and other advanced technology computer education and life long education *JBuilder Developer's Guide* Michael Landy,Saleem Siddiqui,Jeff Swisher,2003 JBuilder Developer s Guide provides comprehensive coverage of JBuilder from the practitioner s viewpoint The authors develop a consolidated application throughout the chapters allowing conceptual cohesion and illustrating the use of JBuilder to build real world applications The examples can be compiled and run under JBuilder Personal edition a free edition of JBuilder JBuilder Developer s Guide is not version specific but explains the latest JBuilder 6 7 and 8 features such as enterprise J2EE

application development CORBA SOAP XML tools Enterprise JavaBeans JavaServer Pages Servlets and JavaBeans technology JBuilder repeatedly wins developer's choice awards as the best visual tool for developing Java applications *Curriculum Handbook with General Information Concerning ... for the United States Air Force Academy* United States Air Force Academy, 2002

Informatics Education - Supporting Computational Thinking Roland Mittermeir, Maciej M. Syslo, 2008-06-27 Informatics Education Supporting Computational Thinking contains papers presented at the Third International Conference on Informatics in Secondary Schools Evolution and Perspective ISSEP 2008 held in July 2008 in Torun Poland As with the proceedings of the two previous ISSEP conferences 2005 in Klagfurt Austria and 2006 in Vilnius Lithuania the papers presented in this volume address issues of informatics education transcending national boundaries and the fore transcending differences in the various national legislation and organization of the educational system Observing these issues one might notice a trend The proceedings of the First ISSEP were termed From Computer Literacy to Informatics Fundamentals 1 There broad room was given to general education in ICT The ECDL the European Computer Driving License propagated since the late 1990s had penetrated school at this time already on a broad scale and teachers parents as well as pupils were rather happy with this situation Teachers had material that had a clear scope was relatively easy to teach and especially easy to examine Parents had the assurance that their children learn modern and relevant stuff and for kids the computer was sufficiently modern so that anything that had to do with computers was considered to be attractive Moreover the difficulties of programming marking the early days of informatics education in school seemed no longer relevant Some colleagues had a more distant vision though

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Formal Methods Teaching Brijesh Dongol, Luigia Petre, Graeme Smith, 2019-09-23 This book constitutes the refereed proceedings of the Third International Workshop and Tutorial FMTea 2019 Held as Part of the Third World Congress on Formal Methods FM 2019 Porto Portugal October 2019 The 14 full papers presented together with 3 abstract papers were carefully reviewed and selected from 22 submissions The papers are organized in topical sections named Tutorial lectures Teaching Program Verification Teaching Program Development and Effective Teaching Techniques

AP Computer Science A Premium, 2024: 6 Practice Tests + Comprehensive Review + Online Practice Roselyn Teukolsky, 2023-07-04 A preparation guide for the computer advanced placement test includes subject reviews six full length practice tests with detailed answer explanations test taking strategies and online study resources

Proceedings of the 2024 5th International Conference on Education, Knowledge and Information Management (ICEKIM 2024) Yunshan Kuang, Lixin Zhu, Xiangyang Zhang, Intakhab Alam Khan, 2024-08-31 This is an open access book ICEKIM is an annual conference that has been held four times 2024 5th International Conference on Education Knowledge and Information Management ICEKIM 2024 will be held on April 19 21 2024 in Chengdu China Information Technology in the context of education is revolutionizing the way we store process and communicate information making it more accessible and meaningful Advanced analytics artificial intelligence and cloud computing are some of the technological developments that have profoundly impacted the way educational institutions manage and use data leading to more personalized and effective learning experiences ICEKIM will focus on how information management promotes the effective utilization of knowledge and educational development how to build effective information management assistance systems and how to promote widespread adoption to meet the practical needs of society ICEKIM 2024 is to bring together innovative academics and industrial experts in the field of Education Knowledge and Information Management to a common forum The primary goal of the conference is to promote research and developmental activities in Education Knowledge and Information Management and another goal is to promote scientific information interchange

between researchers developers engineers students and practitioners working all around the world Tools for Teaching Logic Patrick Blackburn,Hans van Ditmarsch,Maria Manzano,Fernando Soler-Toscano,2011-06-11 This book constitutes the proceedings of the Third International Congress on Tools for Teaching Logic TICTTL 2011 held in Salamanca Spain in June 2011 The 30 papers presented were carefully reviewed and selected from 62 submissions The congress focusses on a variety of topics including logic teaching software teaching formal methods logic in the humanities dissemination of logic courseware and logic textbooks methods for teaching logic at different levels of instruction presentation of postgraduate programs in logic e learning logic games teaching argumentation theory and informal logic and pedagogy of logic

Introductory Programming with Simple Games Brian C. Ladd,Christopher James Jenkins,2010-03-29 This is an excellent resource for programmers who need to learn Java but aren t interested in just reading about concepts Introduction to Java Programming with Games follows a spiral approach to introduce concepts and enable them to write game programs as soon as they start It includes code examples and problems that are easy to understand and motivates them to work through to find the solutions This game motivated presentation will help programmers quickly apply what they ve learned in order to build their skills

Human-Computer Interaction Steve Howard,Judy Hammond,Gitte Lindgaard,2013-06-05 The theme of the 1997 INTERACT conference Discovering New Worlds of HCI signals major changes that are taking place with the expansion of new technologies into fresh areas of work and leisure throughout the world and new pervasive powerful systems based on multimedia and the internet HCI has a vital role to play in these new worlds to ensure that people using the new technologies are empowered rather than subjugated to the technology that they increasingly have to use In addition outcomes from HCI research studies over the past 20 years are now finding their way into many organisations and helping to improve and enhance work practices These factors have strongly influenced the INTERACT 97 Committee when creating the conference programme with the result that besides the more traditional HCI research and education focus found in previous INTERACT conferences one strand of the 1997 conference has been devoted to industry and another to multimedia The growth in the IFIP TC13 committee itself reflects the expansion of HCI into new worlds Membership of IFIP TC13 has risen to now include representatives of 24 IFIP member country societies from many parts of the world In 1997 IFIP TC13 breaks new ground by holding its sixth INTERACT conference in the Asia Pacific region This is a significant departure from previous INTERACT conferences that were all held in Europe and is especially important for the Asia Pacific region as HCI expands beyond its traditional base

Machine Learning, Optimization, and Data Science Giuseppe Nicosia,Panos Pardalos,Renato Umeyon,Giovanni Giuffrida,Vincenzo Sciacca,2020-01-03 This book constitutes the post conference proceedings of the 5th International Conference on Machine Learning Optimization and Data Science LOD 2019 held in Siena Italy in September 2019 The 54 full papers presented were carefully reviewed and selected from 158 submissions The papers cover topics in the field of machine learning artificial intelligence reinforcement learning computational optimization and data science

presenting a substantial array of ideas technologies algorithms methods and applications

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