

CS 200 Sections 02 & 04 Spring 2013

Week #1: Top 3 Lessons Learned

1. All processes are linear.
2. The CPU consists of the Arithmetic & Logic Unit that does math/logic processing, and the Control Unit that directs/ monitors execution of current instructions & location of next instruction.
3. Information Processing Cycle = Fetch, decode, execute code.

-J. Hoffman

1. The one thing that I felt that would be important to me is to make sure once I am finish with writing a program that you have to end it with a semicolon so that it can be compile & ran.
2. IDE is a tool bench for us to build a program to run.
3. Flowcharts symbols are something that we need to learn moving forward in this class. Your reason for not using Pseudo code is showing consideration for all.

- D. Fields

1. Attention to detail.
2. A Computer Programmer is a problem solver.
3. Programming is like the tortoise and the hare. Slow and steady wins the race. (I felt rushed at the end of class doing the HelloWorld exercise. I was attempting to do it too quickly to get the extra credit instead of taking my time to make sure I understand the concepts behind the assignment. In short I do not need to be an over confident hare who charges out of the starting gate, but a tortoise crawling slowly and steadily.)

- K. Hanrahan

1. The advantage to using Java is that it is portable. You can take a program and run it on another computer easily.
2. // - The double forward slashes indicate a single line comment. The /* - indicates a multi-line comment. Comments are "invisible ink" to the compiler and are used by programmers to make "notes" in their work.
3. EPROM: Erasable programmable read only memory (non-volatile).

- T. Blanchard

- 1) how to use the Jgrasp and JDK program and downloading it on the computer
- 2) how what you have write on the program like for example, using HelloWorld and typing it on the program
- 3) how to understand how there are different parts inside of the computer and for each of them has their own little part to work inside of computer like the RAM OR CPU.

- J. Morales

Day One: Personal Lessons

The top personal lessons that I learned from this lecture were from both parts of chapter one (1.1 and 1.2) were (1) the components of CPU and system unit, (2) the information processing cycle, (3) the languages of programming (high-level and low-level), (4) the different types of programming (Procedural and Object-Oriented), (5) the brief history of Java, (6) the differences between an application and applet, (7) the two types of users (direct and indirect), (8) IDE and (9) Application Programming Interface (API). In the end, those are my personal "take away" lessons that I learned from the first day of this class.

- D. McManus

1. Is that most computer languages are Linear and that we have chosen to learn Java but by the time we graduate we will have the knowledge to transfer that information to other languages.
2. We are "Programming Apprentices" but our real goal should be learning how to problem solve.
3. The differences between High Level and Low level language. The real challenge (money) is in high level languages.

- G. Martinez

Corrections to above:

- 1. The computer program process is linear. It starts with the first command and goes to the next command in order until the last command is reached and the process stops. All programs follow this process.*
- 2. TRUE!*
- 3. The difference between a high level and low level language is how the commands are written. High level languages use "English-like" statements, where low level languages work with 0's and 1's or a limited selection of simple commands.*

I think that the most important things which have to be remembered are common elements of all programming languages: keywords, operators, punctuation, identifiers, and syntax. First programming rule is also important: programs are processed linearly. It is good to divide programming languages on the beginning of our programming course. There are differences between procedural (one main method within the class) and object-oriented programming (multiple class files linked together using the class loader). Last important think to remember: Flowcharting! Every program has to have 'start' and 'end'.

- M. Mardosz

We can use the // or /* */ to make comments in our programs to help us in understanding the code. The compile messages window can tell you the errors in a program. The interactions window can be used to see how variables look like in different forms. For example `int x = 5;` would show that the binary version of it is 0000 0000 0000 0000 0000 0000 0101.

- D. Starostka

I think what stood out the most for me is that time management will be crucial because we're going to have to be prepared before class and then use class to implement what we learned from the reading. An old saying from my favorite High School English teacher kept playing in my mind during class Tuesday night, except your name was inserted in place of his. He stressed the same thing as far as not giving the answer and having to do the work to learn. Here is the saying with your name inserted: "Freddy A. Porps helps those who help themselves."

Promptness also hit home. It seems like time doesn't matter anymore and everybody just comes as goes as they please. It was made clear right from the start that we need to be in the classroom and ready to go at 7:05 and any assignments are due on time and not after class starts. I have to work extra hard for this one because of my job and commute, but I also understand that in the end, I'm responsible for my actions and need to try to do what I can to allow for my commute and get there on time.

From the lecture, I learned that assembly language isn't the same as machine code and that Java isn't compiled into machine language. It now makes more sense why Java is so portable. I also used to think that an applet and application were the same thing and just a preference of what the person wanted to call it. It now also makes sense why an applet is safer to run because it runs in the browser and not on the computer.

I'm excited because I think I'm going to learn a lot from this class, but I'm also scared because I'm getting the impression that things could start moving very fast and if you get behind, it will be very difficult to catch up.

One more thing. I learned that checking email needs to become part of all 7 days of the week and not just 5.

- E. Zacharias

Three things that I learned on 1/08/2013 are:

- ✓ that a nybble is four bits.
- ✓ programs are processed linearly(in a line from start to finish).
- ✓ Also, I learned that the information processing cycle fetches instructions, decodes the instruction, executes the instruction, gets the next instruction, and the process repeats.

- J. Gomez

1.) I should check my Nmail at least once a day for any important updates for the class.

2.) Programming is linear!

3.) I should not be afraid to ask for help or I will suffer for it in my grades.

-E. Herring