Concept Guide: Introduction to Computers, Programming, and Java

Course: CS 200

Introduction to Java Programming, Comprehensive Version, 11th ed. Text

Chapter: 1 Introduction to Computers, Programs and Java

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| Concept/Topic: | Text Notes: | Lecture Notes: |
| hardware |  |  |
| Software |  |  |
| components of the system unit |  |  |
| CPU |  |  |
| Components of the CPU |  |  |
| Information Processing  Cycle |  |  |
| main memory |  |  |
| bit /byte / nibble |  |  |
| storage |  |  |
| software:  System Vs. Application |  |  |
| Operating System |  |  |
| input devices |  |  |
| output devices |  |  |
| Java Language Specifics |  |  |
| Applications Vs. Applets |  |  |
| Programming Languages:  High-level Vs.  Low-level |  |  |
| Procedural  Vs.  Object-Oriented Programming |  |  |
| Common Elements to All Programming Languages:   * keywords/reserved words * operators * punctuation * identifiers * syntax |  |  |
| Terminology: Programmer/Developer |  |  |
| Terminology:  User (types) |  |  |
| Terminology: API |  |  |
| Terminology: IDE |  |  |
| Terminology: method |  |  |
| Terminology: variable |  |  |
| Terminology: data type |  |  |
| Documentation:  Comments (examples) |  |  |
| Documentation:  Programming Style |  |  |
| **Programming Rule #1** |  |  |
| Flowchart  (have a plan)  then  Code! |  |  |
| How do I start coding?  Use the Empty Java File Template.  (There is a link to it in the left nav bar on the CS 200 home page.) |  |  |
| Help with syntax errors |  |  |