**• R1.2**Which parts of a computer can store program code? Which can store user data?

**• R1.3**Which parts of a computer serve to give information to the user? Which parts take user input?

**•• R1.5**Explain two benefits of using Java over machine code.

**•• R1.7**What does this program print?

public class Test

{

public static void main(String[] args)

{

System.out.println("39 + 3");

System.out.println(39 + 3);

}

}

**•• R1.8**What does this program print? Pay close attention to spaces.

public class Test

{

public static void main(String[] args)

{

System.out.print("Hello");

System.out.println("World");

}

}

**•• R1.9**What is the compile-time error in this program?

public class Test

{

public static void main(String[] args)

{

System.out.println("Hello", "World!");

}

}

**••• R1.15**In order to estimate the cost of painting a house, a painter needs to know the surface area of the exterior. Develop an algorithm for computing that value. Your inputs are the width, length, and height of the house, the number of windows and doors, and their dimensions. (Assume the windows and doors have a uniform size.)

R1.2: RAM. Hard Drive/SSD

R1.3: screen. Keyboard/mouse

R1.5: readable, can run on more than one computer

R1.7:

39 + 3

42

R1.8:Hello

World

R1.9: the: “Hello”, “World!”); line

R1.15: ask for length, width and height. Ask for number of doors. If number of doors >= 1 ask for door size. Ask for number of windows. If windows >= 1 ask for size if windows. Find surface area of walls only. Substract (size of doors \* num of doors) from surface area. Substract (size of windows \* num of windows) from upbated surface area surface area.