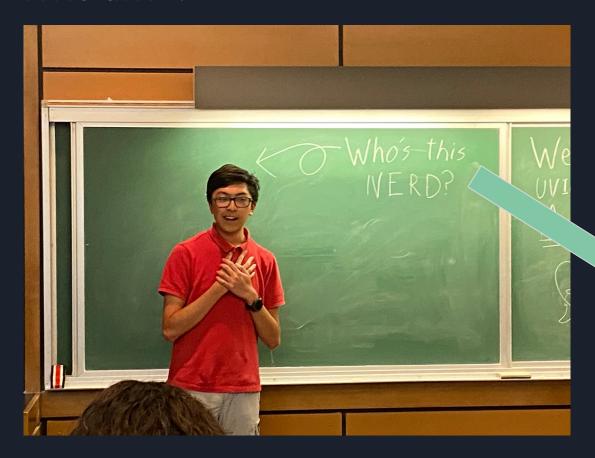


Week 0 - Introduction (Oct. 17)

Hanson Chan

# Who am I?



## What is Programming?

#### programming /prō'grăm"ing, -grə-ming/

#### noun

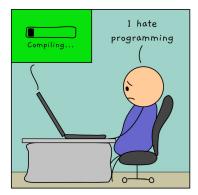
- 1. The designing, scheduling, or planning of a program, as in broadcasting.
- Broadcast programs considered as a group.

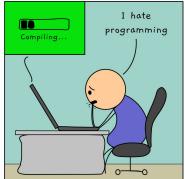
  "the network's Thursday night programming."
- 3. The writing of a computer program.
- 4. The designing, scheduling or planning of a radio or television program / programme.
- 5. Brain-washing.
- 6. The act of writing a computer program.
- The software that controls a machine, or the logic or expressed in such software; operating instructions.

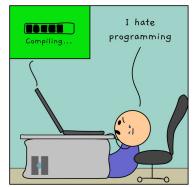
#### verb

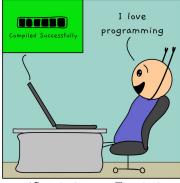
1. Present participle of program.

The American Heritage® Dictionary of the English Language, 5th Edition • More at Wordnik











### Robot Game!

• In Class activity!

Random text go brrrrrrr

But now do it with...

**PSEUDOCODE** 

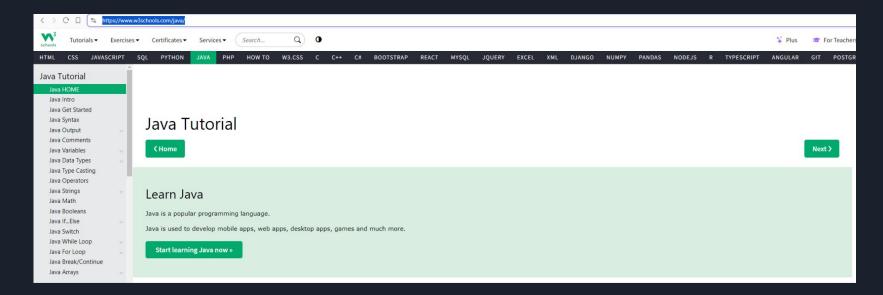


## What is Java



#### Online Resource

# W3 Schools <a href="https://www.w3schools.com/java/">https://www.w3schools.com/java/</a>



#### Java Variables

String - stores text, such as "Hello". String values are surrounded by double quotes int - stores integers (whole numbers), without decimals, such as 123 or -123 float - stores floating point numbers, with decimals, such as 19.99 or -19.99 char - stores single characters, such as 'a' or 'B'. Char values are surrounded by single quotes boolean - stores values with two states: true or false

## IDE - Integrated Development Environments)

- What is an IDE?
- Why is it beneficial?
- Which should you use?



