**Chapter 1**

**1.1** **Fill in the blanks**

**a)** computer programs  
**b)** input unit, output unit, memory unit, arithmetic and logic unit (ALU), central processing unit (CPU), secondary storage unit  
**c)** machine languages, assembly languages, high-level languages  
**d)** compilers  
**e)** Android  
**f)** Release  
**g)** accelerometer

**1.2**

**a)** java  
**b)** javac  
**c)** .java  
**d)** .class  
**e)** bytecodes

**1.3**

**a)** information hiding  
**b)** classes  
**c)** object-oriented analysis and design (OOAD)  
**d)** inheritance  
**e)** Unified Modeling Language (UML)  
**f)** attributes

**1.4**

**a)** input unit  
**b)** programming  
**c)** Assembly language  
**d)** output unit  
**e)** memory unit, secondary storage unit  
**f)** arithmetic and logic unit (ALU)  
**g)** arithmetic and logic unit (ALU)  
**h)** high-level  
**i)** machine language  
**j)** central processing unit (CPU)

**1.5**

**a)** Java  
**b)** C  
**c)** Internet Protocol (IP)  
**d)** C++

**1.6**

**a)** edit, compile, load, verify, execute  
**b)** Integrated Development Environment (IDE)  
**c)** Java Virtual Machine (JVM)  
**d)** virtual machine  
**e)** class loader  
**f)** bytecode verifier