

Reading for Tuesday October 3

In textbook:

1.1, 1.4, 1.5.1, 1.5.2, 1.5.3
2.1, 2.2, 2.3.1, 2.3.2, 2.3.3

Material covered in these chapter sections:

- 1.1 – Basic computer concepts (hardware, operating systems, application programs, networks, internet).
- 1.4 – Programming languages high- and low- level
Introduction to object oriented programming
the Java language
- 1.5.1 – programming basics (instructions, flow of control – 4 types)
- 1.5.2 – pseudocode to design solutions
- 1.5.3 – developing an application
- 2.1 – Java application structure
- 2.2 – Data types, variables, constants
 - declaration of variables and constants
 - integer data types (4 types)
 - floating point data types (2 types)
 - order of numerical types from narrow to wide precision (6 types above)
 - character data type
 - boolean data type
 - assignment operator, assignment statement, initial value of variable, literals
 - String literals and escape sequences
 - keyword to define an identifier as a constant
- 2.3.1 assignment operator and assignment statement
- 2.3.2 arithmetic operators
- 2.3.3 operator precedence

Be prepared to show that you have read the material by being able to answer questions about:

- java program template
- identifiers
- variables and constants
- numerical data types
- other data types
- assignment
- literals
- escape sequences
- operators and expressions
- operator precedence
- etc.

You may use any hand written notes you prepared during your reading to answer these questions.