Java Fundamentals
3-4: Developing and Testing an Application
Practice Activities

Lesson Objectives:

- Demonstrate program testing strategies
- Recognize phases for developing a software application

Vocabulary:

Identify the vocabulary word for each definition below.

	Errors in the syntax of a computer program.
	Describes the class's properties.

Try It/Solve It:

1. View the documentation for the World class. Describe 5 methods that can be inherited from this class.

2. Circle the character or characters that mark the end of the method call below:

   `move(25);`

3. List the steps to developing a software application. Describe what happens in each step.

4. Design a plan for a game that you want to develop. Include a textual storyboard that describes what actions take place, and draw images of the game's background and the objects that will act in the game.