1.1

a) programs

b) ALU, CPU, Memory unit, secondary storage unit

c) Machine, assembly, high-level

d) compilers

e) Android

f)

g) accelorometer

1.3

a) classes

b)

c) OOAD

d) inheritance

e) Unified Modelling Language

f) Attributes

1.4

a) input unit

b) programming

c) Assembly

d) output unit

e) Secondary memory unit and RAM

f) ALU

g) CPU

h) High level

i) Bytecode

j) CPU

1.5

a) Java

b) C

c) CPU

d) C++

1.6

a) Edit, Compile, Load, Verify, Execution

b) IDE

c) JVM

d) virtual machine

e) class loader

f) bytecode verifier

1.7

- The Java compiler converts the .java file into a .class file containing Java bytecode.

- The JVM then takes this bytecode and converts it into the the machine bytecode for whatever system it is running on.