Lesson 1: Introduction to Programming Notes

Definitions

1. Assembly code: written code stored in a regular text file with a .java extension
2. Bytecode: intermediate language between assembly code and computer’s processor
3. Machine code: language that the computer will understand that is translated from bytecode by Java Virtual Machine

Processes

1. Creating a new java program
   1. Create a new txt file on desktop
   2. Rename file with a .java extension
   3. Open notepad++ and drag file into it
2. Setting up the java program
   1. Write public class [insert name of file]
   2. *enter* and create new set of braces
   3. *enter* and *tab* and write public static void main(String[]args)
   4. *enter* and create new set of braces
   5. *enter* and *tab* and begin writing code
3. Print statement format
   1. System.out.println(“ “);

Research Topics

1. Escape characters
   1. Symbols such as backslash, quotation marks, and exclamation marks require a backslash prior to them in order to print
      1. \”
      2. \\
2. Ascii Art
   1. A graphic design technique that uses computer characters to create visuals
      1. 