Java Programming

# Chapter 1: Creating Java Programs

## Review Questions

1. The most basic circuitry-level computer language, which consists of on and off switches, is Machine language.
2. Languages that let you use a vocabulary of descriptive terms, such as read, write, or add, are known as High-level languages.
3. The rules of a programming language constitute its Syntax.
4. A Compiler translates high-level language statements into machine code.
5. Named computer memory locations are called Variables.
6. The individual operations used in a computer program are often grouped into logical units called Procedure.
7. Envisioning program components as objects that are similar to concrete objects in the real world is the hallmark of Object-oriented Programming.
8. The values of an object’s attributes also are known as its State.
9. An instance of a class is a(n) Object.
10. Java is architecturally Neutral.
11. You must compile classes written in Java into Bytecode.
12. All Java programming statements must end with a semicolon.
13. Arguments to methods always appear within parentheses.
14. In Java Program, you must use dots to separate classes, objects, and methods.
15. All Java applications must have a methods named main.
16. No executing program statements that provide documentation are called comments.
17. Java supports three types of comments: line, block and Javadoc.
18. After you write and save a Java application file, you compile and interpret it.
19. The command to execute a compiled Java application is java.
20. You save text files containing Java source code using the file extension .java .

## Programming Exercises

1. For each of the following Java identifiers, note whether it is legal or illegal:
2. budgetApproval -----🡪 Legal
3. German Shepherd ---🡪Illegal
4. static -----------------🡪Illegal
5. HELLO ---------------🡪Legal
6. 212AreaCode ---------🡪Illegal
7. Qhu6Trfg -------------🡪Legal
8. ssn# -------------------🡪Illegal
9. 4999 ------------------🡪Illegal
10. 17 ---------------------🡪Illegal
11. Accounts\_Recivable --🡪Legal
12. 32MPG ----------------🡪Illegal
13. rules0f0rder ----------🡪Legal
14. Name at least three attributes that might be appropriate for each of the following classes:
    1. CruiseShip
       1. maxPassengers
       2. maxOccupancy
       3. route
    2. InsurancePolicy
       1. customerName
       2. goodDriverStatus
       3. policyType
    3. StudentAcademicRecord
       1. coustumerName
       2. courseName
       3. courseGrade
15. Name at least three objects that are instances of each of the following classes:
    1. Song
       1. dumbdumb
       2. lonely
       3. electrickiss
    2. BaseballTeam
       1. Braves
       2. Marlin
       3. Dodgers
    3. Playwright
       1. leontolstoi
       2. Shakespeare
       3. Middleton
16. Name at least three classes to which each of these objects might belong:
    1. myRedSweater
       1. MyCloset
       2. MyWardrobe
       3. StufflMade