**Unit 1 Java Fundamentals and Methods**

**Terms:**

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| |  |  | | --- | --- | | * argument * Boolean * byte * double * char * Constant * final * float * Identifier * JOptionPane * Literal | * Math * local variable * long * method * parameter * Reference * return * Scanner * short * String * Unicode Character Set | | http://websites.swlearning.com/images/spacer_tr.gif |

**Questions:**

1. What are features of Java program?
2. What are tools in Java used to compile source code and run Java programs?
3. What are escape sequences? How are they used? Give some examples.
4. What are programming errors? How are they detected?
5. What are primitive and reference data types? What is major difference between these two? Why are different data types needed?
6. How many primitive data types in Java?
7. What are naming rules and conventions for identifiers (variable, constant, object, method, and class)?
8. What is a constant? What are differences between variables and constants?
9. How to declare a constant?
10. What are symbols of arithmetic operators? What is the difference between / and %?
11. What is assignment operator? What is the difference between the assignment operator and the arithmetic operator, =?
12. What are combined assignment operators?
13. What are increment and decrement operators?
14. What is concatenation operator? What is the difference between the concatenation operator and the arithmetic operator, +?
15. What are different types of comments in Java source code?
16. Identify these types of methods and understand purposes of using them:

* void method and method returning a value.
* Methods without parameter and with parameter(s)

1. What is a parameter? What are parameters needed in some methods?
2. What is an argument? How do parameter and argument relate to each other?
3. What are void methods and methods returning a value? How to define them?
4. What are scopes of local variable and parameter?