**CHAPTER 1**

EXCERSISE 1.1

1. Programs
2. Arithmetic and logic unit, Processing unit, CPU, Memory unit, Output unit and Input unit.
3. Assembly language, High level language, Machine language.
4. Compilers
5. Android
6. Release candidate
7. Accelerometer

EXCERSISE 1.2

1. Javav
2. Javac
3. .Java
4. .class
5. Bytecodes

EXCERSISE 1.3

1. Information hiding
2. Classes
3. Object-oriented analysis and design (OOAD)
4. Inheritance
5. The unified modeling language (UML)
6. Attributes

EXCERSISE 1.4

1. Input unit
2. Programming
3. Assembly language
4. The output unit
5. Memory unit and secondary memory unit
6. Arithmetic logic unit
7. Arithmetic logic unit
8. High level languages
9. Machine language
10. Control unit

EXCERSISE 1.5

1. Java
2. C
3. The transmission control protocol (TCP)
4. C++

EXCERSISE 1.6

1. Write, compile and run
2. Integrated Development environment (IDE)
3. Java virtual machine
4. Virtual machine
5. Class loader
6. Bytecode verifies

EXCERSISE 1.7

Java compilation stages are split into the compilation stage and the execution stage.

Compilation stage: - The compiler javac will convert the source code to bytecode.

Execution stage: - Here the JVM will interpreter o compile bytecode into machine code.

EXCERSISE 1.8