* 1. Fill in the blanks in each of the following statements:

1. The company that popularized personal computing was APPLE
2. The computer that made personal computing legitimate in business and industry was the IBM personal computer
3. Computers process data under the control of sets of instructions called . Program
4. The key logical units of the computer are the , , , , and . i/p unit, o/p unit, memory, ALU, CPU and secondary storage
5. The three types of languages discussed in the chapter are , and .Machine, Assembler and C
6. The programs that translate high-level language programs into machine language are called . Compilers
7. Android is a smartphone operating system based on the Linux kernel and Java.
8. Release Candidate software is generally feature complete and (supposedly) bug free, and ready for use by the community.
9. The Wii Remote, as well as many smartphones, use a(n)accelerometer which allows the device to respond to motion.
   1. Fill in the blanks in each of the following sentences about the Java environment:
10. The java command from the JDK executes a Java application.
11. The javac command from the JDK compiles a Java program.
12. A Java program file must end with the java file extension.
13. When a Java program is compiled, the file produced by the compiler ends with the .class file extension.
14. The file produced by the Java compiler contains that are executed by the Java Virtual Machine.

1.3 Fill in the blanks in each of the following statements (based on Section 1.6):

1. Objects have the property of information hiding—although objects may know how to communicate with one another across well-defined interfaces, they normally are not allowed to know how other objects are implemented.
2. Java programmers concentrate on creating , classes which contain fields and the set of methods that manipulate those fields and provide services to clients.
3. The process of analyzing and designing a system from an object-oriented point of view is called .

Object oriented analysis and design

1. With , new classes of objects are derived by absorbing characteristics of existing classes, then adding unique characteristics of their own. inheritence