

1. A Java virtual machine is basically something that converts code written in a language like Java bytecode into binary that a computer can understand and execute. This way, you can run Java on different devices and OS systems without having to change the code.
2. The compilation process is what turns the .Java file into a .class file which can then be executed by the Java virtual machine.
3. A CPU is essentially a silicone rock which has been refined into silicon wafers and then engraved with transistors which can understand binary data like how a light switch has an on and off switch(Binary). With tons of those switches, you can represent many different things with it and it can compute and calculate things.
4. A variable in Java like how "x" is used in math. It can be used to represent something that is not static and can be called for later instead of having to type the same thing over and over again each time you want to use it. For example, I can declare the variable "x" with the value "2". Then Instead of typing 2 in a calculation, I can initialize the variable by typing "x\*4" instead of typing "2\*4"
5. A string in Java is anything that your keyboard can produce. However, a string cannot be used to conduct calculations. For example, "12hdjsak203.f";sa" is a string. It can contain symbols, numbers, space, and letters.
6. Scanner is a program that comes in a Java library that can read keyboard inputs. It can be called by typing "import java.util.Scanner".
7. A Java library is pre-made code that can be used. If you can think of something, there is probably already a library for the case that you can think of. Examples of libraries could be java.util.Scanner and java.lang.Math.