Objective:

- o Know the basic elements of Computer Programs
- o Fetch and Execute; Load and Store; Executing Java bytecodes
- o Problem decomposition
- Algorithms underlie programs

To do before next lecture

- o Read Java notes ch2.1 and ch3.2 (Syntax..., Programming is difficult)
- Complete Turings Craft questions
- 2. Java as a high-level language: What happens 'under the covers' in the following code? How often do we read 'score'? _____, write to score? ____

How many bytes are used to hold the value of score?

int score=0; score = score + 1; if(score>0) ...

3. Complete the **Java source code** below for a program that displays the following message: Boing! followed by a newline. Your code must compile and work exactly as described.

Pseudo code: Print "Boing!" to the screen, followed by a newline

Java Code: class BoingPrinter {

- 1. Computer Science Terminology or, did your neighbor understand the readings?
- A ______ is a memory location (or locations) that has been given a name.

A ______ is a kind of control structure

A ______ is a named sequence of instructions

Why does Java use a virtual machine? What are the advantages? What is a virtual machine?

What is a compile error?

4. While talking to the nice people in the student ACM office at Siebel you accidentally signed up for the ACM-credit card and now you're behind on the payments. The ACM mob will not look for you until your arrears are greater than \$12000. Currently you owe \$1000 and the compound interest rate is 20% per month (this rate also increases by 5% per month). How many complete months remain before they knock on your door? Write some pseudo-code or Java code to determine when you should go into hiding.

- 5. Why is the list in a residential telephone book sorted by name?
- 6. If the number of residents doubled why does it not take twice as long to lookup a number for a given name?
- 7. Why must you use a different search algorithm to find a name given a number?
- 8. If the number of residents doubled why does it take twice as long to lookup a name?
- 9. Why are some algorithms more efficient than others? When and why is this efficiency important? How should we measure or describe efficiency?

Thinking about Algorithms - Algorithm Analysis 11. I have 100 boxes labeled 1,2,3, 100. When I open a box I will find a piece of paper with a number written on it. I see the written number as the box I should open next. After I read the number I put the paper back and close the box. If I start at box 1 and only stop when I open box 100, what's the worst case scenario - how many boxes might I open before I stop?
12. In the best case scenario how many boxes do I open? (i.e. how few boxes might I open)
13. I want to find which box contains the number 100. Write an <i>iterative</i> algorithm in plain English / pseudo-code to find it: