CS1050 Technical Documentation

Use headings to organize topics and create a table of contents to be able to quickly access information.

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Follow the 4 tips from [Part 2: Developer Technical Documentation](https://docs.google.com/document/d/1Ve-3OD9EN9DCufeGZTyH_vIt9bsDzUMUv_p8KI1CXlQ/edit#heading=h.4lr6hykc4ng6). This can be done in many ways

* Organize use headings and subheadings
* Summarize, list, screenshots
* Links to resources
* Copy code snippets with comments in your code explaining
* Link to code examples in your repository
* Other resources such as websites and videos. Just remember not all information is good information.

# Overview of Developer Technical Documentation

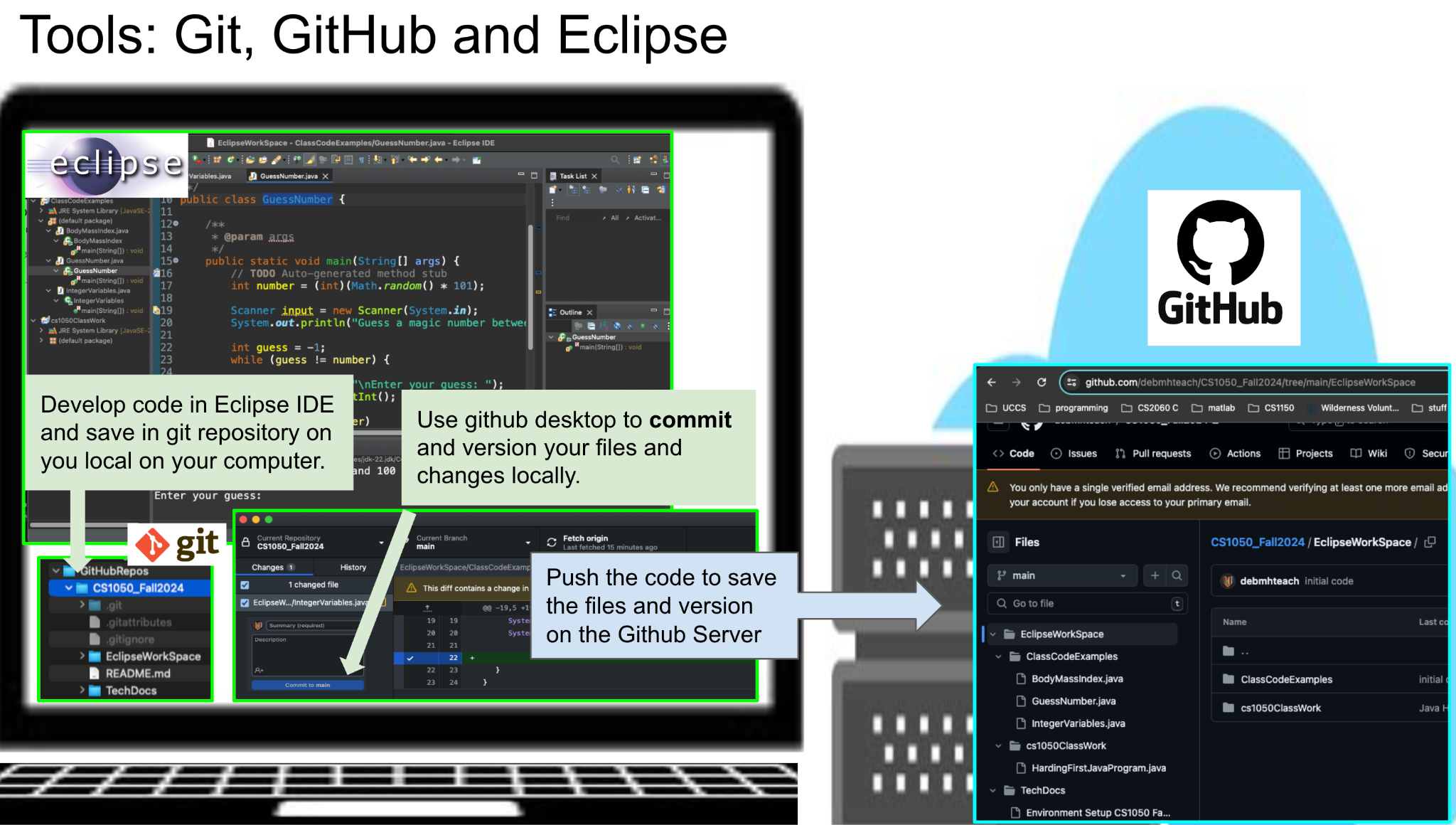
I use headings to help organize and easily access information. I like to include snippets of code that contains comments as an easier way to have documentation. You can put in the document what is helpful for you.

This is your documentation to organize according to your needs. It should include at least the following but can contain more.

# Set Up Development Environment

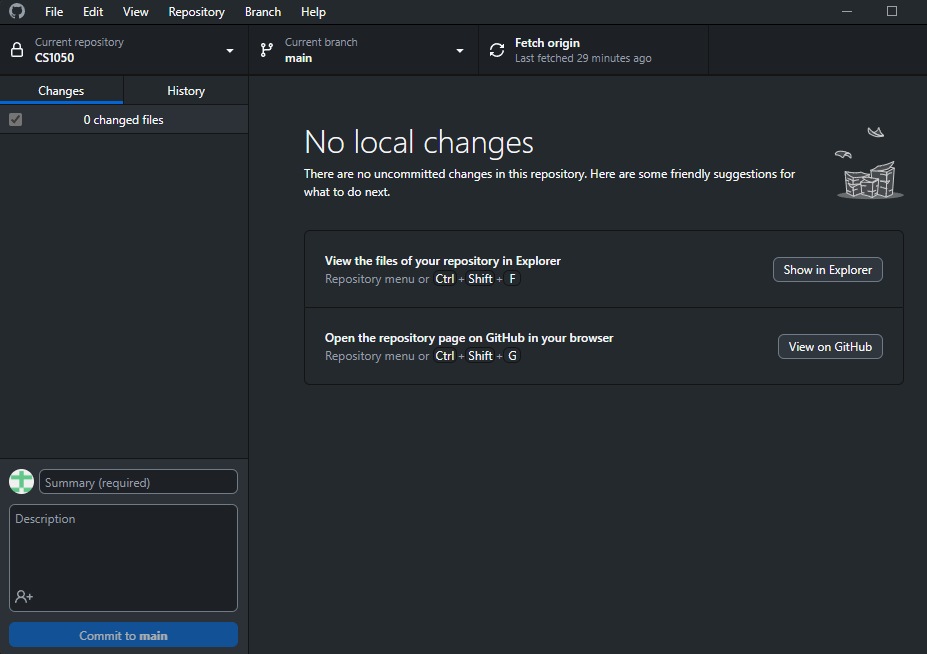
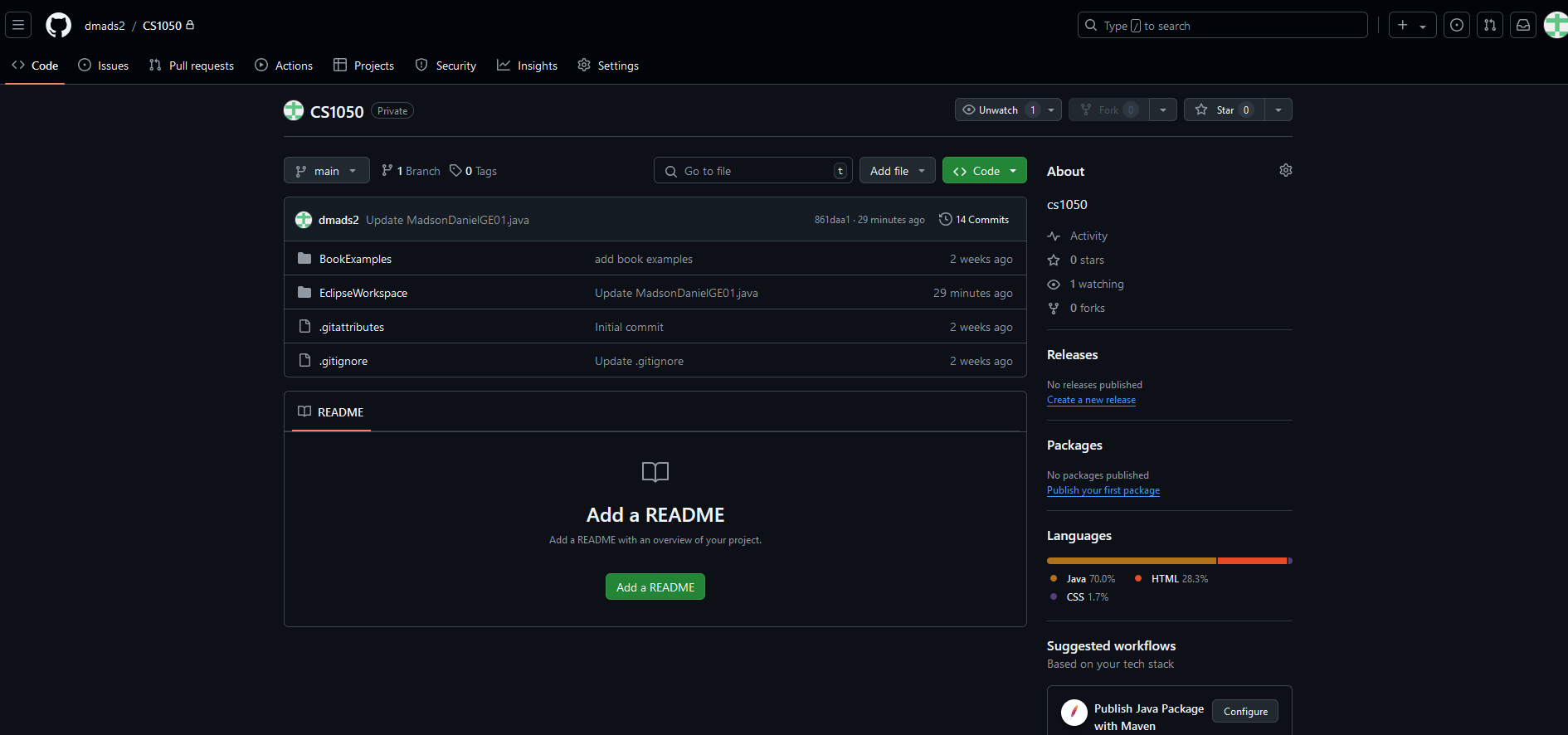
Include what is necessary to set up your environment again. It can be a link to other documents or resources but it is required to have a brief summary of what information is provided in the link.

[Environment Setup CS1050 Fall 2024.docx](https://docs.google.com/document/d/1lnLZdxusq1UNoUshdf3sK64QaTrNF5Iy/edit#heading=h.gjdgxs)



## Version Control with Git and Github

<https://docs.google.com/document/d/1lnLZdxusq1UNoUshdf3sK64QaTrNF5Iy/edit#heading=h.gjdgxs> contains information on how to set up git and github.

* Git-
  + Git is basically a versioning software for your local PC
  + 
* Github-
  + Github is git but online. Some benefits include versioning, online backups, code review, and collaboration.
  + 

## IDE Information

Setting up a project with IDE

<https://docs.google.com/document/d/1lnLZdxusq1UNoUshdf3sK64QaTrNF5Iy/edit#heading=h.gjdgxs> contains information on how to set up Eclipse, create a project and how to create a class..

Is there something you want to put here that you will be doing a lot from the documentation?

<https://dzone.com/articles/how-add-existing-files-eclipse>

HOW TO ADD FILES TO ECLIPSE

CREATING A NEW CLASS

1. Select the appropriate project folder you want the class in
2. Source folder – should be the project name
   1. Package- empty
   2. Name- name for file starts with capital letter
   3. Which method stubs?
      1. Check: public static void main (String[]args)
      2. Uncheck: inherited abstract methods
3. check generate comments
4. done

HOW TO IMPORT A CLASS

1. file > import
2. general > file system
3. click browse directory and select the proper one
4. where it says into folder: select the folder you want the .class and .java file to be saved under
5. finish

# General Resources

Here you can list resources that you use frequently. You can add more.

* [Shared student resources containing resources, lectures and assignments](https://drive.google.com/drive/folders/1HvYY8zzSwlsH--03olvqOJooGnJkZ7F4)
* [Draft Schedule](https://docs.google.com/spreadsheets/d/1igBbmOBTXfvEVicyAggnqRIpV5Fwqh64/edit?gid=2047083326#gid=2047083326)
* [Link to join lecture in teams](https://teams.microsoft.com/l/meetup-join/19%3aklQhREluFbWiaroMMZPBYeNPhZa9AFGnTb7ATIPTUFE1%40thread.tacv2/1724008042961?context=%7b%22Tid%22%3a%2203309ca4-1733-4af9-a73c-f18cc841325c%22%2c%22Oid%22%3a%2233eb6fec-88d5-4bc1-bb67-32063f1cfacc%22%7d)

## 

# Module 1

Rather than typing information

* Copy and paste code examples that contain comments
* Summarize concepts
* Include information form lectures
* Links to tutorials that help you.
* Link to code examples in your repository
* Screenshots
* Other resources such as websites and videos. Just remember not all information is good information.
* Use information from your guided exploration

## Compilation process



* Bug icon- debugger
* Green and white arrow- run

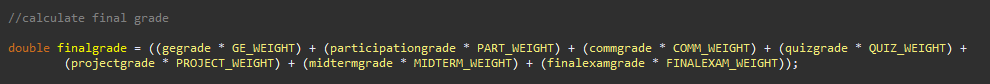


* Termination button- Red square
* Console- where the code gets output

## Variables, Constants, and Primitive Data Types

### 

## Arithmetic Operators and Combined Assignment Operators



* WHEN DIVIDING TWO INTEGERS- YOU WILL GET ANOTHER INTEGER
* You can divide a decimal by an int and it'll be fine
* Cannot divide an int by a decimal

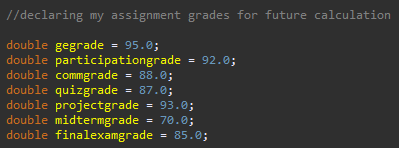
## Memory Allocation, Primitive Data Types, Conversion and Casting

<https://www.javatpoint.com/java-data-types> This website describes primitive data types

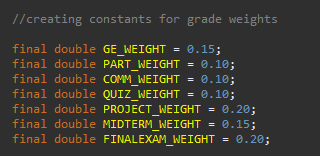
* boolean data type- true/false
* byte data type-
* char data type
* short data type
* int data type- 1,2,3
* long data type
* float data type- 10.0
* double data type- 10.000000000000000000000000000000

## Quality Code: Naming Conventions

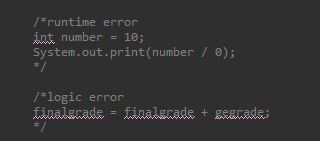
Variables- lowercase and one word



Constants- uppercase and underscores



**Errors:**

****

# Module 2

## Classes, Objects and Methods

Type casting

* widening (implicit casting)
  + casting a value w/ a smaller range to a bigger range
  + ex- double d = 3;
* narrowing (explicit casting)
  + casting a value w/ a bigger range to a smaller range
  + data can be lost in this process, therefore must be done explicitly
  + ex- int number = (int)3.0;

Converting data types

* converting int into long (implicit casting)
  + int x = 7;
  + long y = x;
  + therefore y = 7 = x which is a long
* converting double into long (explicit casting)
  + double d = 155.55
  + long k = (long)d;
  + therefore long k = d = 155.55

Print formatting

* use printf or println
* Println
  + \t new tab, \n new line
  + Ex- System.out.println(“\t Final grade calc”);
* Printf
  + Can be used to format data
  + %b- boolean output
  + %c- a character
  + $d- a decimal integer
  + %f- a floating point number
  + %e- a number in standard scientific notation
  + %s- a string
  + Ie- System.out.printf(“count is %d and amount is %f”, count, amount);
    - Display- count is 5 and amount is 45.560000
  + 
    - This will print out the bmi with one decimal place

Input from keyboard

* 1) import scanner class
* 2) create new scanner object
* 3) take in input via a new variable
* 4) close input at end of program
* Ex-
  + 1) import java.util.Scanner;
    - (need to do this above the class- ie above public static void main)
  + 2) Scanner input = new Scanner(System.in);
  + 3) double radius = input.nextDouble();
  + 4) input.close();

Math class

* No need to import- it is in the default java.lang package
* A diagram of a number

  Description automatically generated with medium confidence