**1.02 Installing Java**

Operating System – A program that manages various system-level tasks a computer performs (example: Windows)

Flowchart - a diagram used to represent the flow of control through an algorithm

**1.03 Installing the BlueJay**

DOS - direct access to files at the directory level of the operating system

Basic - Beginner's All-purpose Symbolic Instruction Code, an early high-level (but limited) programming language

GUI - The use of on-screen graphical components such as buttons, menus, and fields that allow the user to control an application

User Interface - The way a user interacts with a computer program (e.g. text based, GUI, voice recognition, etc.

Classes - the attributes and behaviors that describe one category of objects.

Source Code -program statements written in a high-level language that can be read by humans.

Blue Jay Quiz –

In Blue Jay, a programmed is referred to as a **Project**

A Program consists of one or more **Classes**

To create a class **left** click on the New Class Button.

To remove a class **right** click on the class icon.

To edit the source code of a class **double** click on the class icon.

BlueJ is an **IDE**

A class contains the **source** code of a program.

BlueJ is also called a program **editor.**

**1.04**

Printf () – Allows precise formatting of output

Print () – Will Print what you see, best used when you need to print something quickly to verify program works correctly.

Print in(): Same as Print () but a carriage return is performed.