PROGRAMMING TOPICS:

Note: These are take down notes when learning a new programming language.
Made by: Pambid, Luis Daniel A.

Input – is information supplied to a computer or program.

Output – is information provided by a computer or program.

Variables – is a value that can change.

Functions – is a type of procedure or routine.

Anonymous Functions - is a function that is not stored in a program file, but is associated with a variable whose data type is function.

Casting – is a way of explicitly informing the compiler that you intend to make the conversion.

If – checking conditions.

While – conditional loop.

For – another type of conditional loop.

Array – is a data structure, which can store a fixed-size collection of elements of the same data type.

List – a kind of array in which doesn't specify the length.

Exception Handling – is a construct designed to handle the occurrence of exceptions, that is special conditions that changes the normal flow of program execution.

Classes – is an extensible program-code-template for creating objects.

Objects – refers to a particular instance of a class where the object can be a combination of variables, functions, and data structures.

Constructors – it prepares the new object for use, often accepting arguments that the constructor uses to set required member variables.

Static – is one that's associated with a class, not objects of that class.

Inheritance – enables new objects to take on the properties of existing objects.

Super class – a class that is used as the basis for inheritance.

Polymorphism – refers to a programming language's ability to process objects differently depending on their data type or class.

File I/O – input and output of files.

Multithreading - a technique by which a single set of code can be used by several processors at different stages of execution.