07. Introduction to Java & BlueJ

Exercise Corner

A. Multiple Choice Questions:

1. b. IDE
2. b. BlueJ
3. b. Class
4. a. Inheritance

B. Fill in the blanks:

1. Viewer
2. Object
3. Classes
4. Polymorphism
5. main()

C. Write True or False:

1. True
2. False
3. True
4. True
5. True

D. Write one word for the following:

1. void
2. class
3. ;
4. Class

E. Answer the following questions:

1. Objects are important runtime entities in object-oriented method. They may characterize a location, a bank account and a table of data or any entry that the program must handle. Each objects holds data and code to operate the data.

2. A class is a blue print from which individual objects are created. Class is a building block of Java. It is a logical way to group fields together that hold values and associated methods that operate on these fields into a single unit.

3. Inheritance means heredity. Inheritance is a process to derive new classes from already existing classes. This process defines the characteristics held by existing class, inherited by the sub class.

4. To create a new java program:

   - Click on the Project menu. Select the New Project option from it.
   - Name the project and click OK.
   - Click on the New Class option.
   - Define the class name Welcome in the text box. Click OK.

- The class, named Welcome, is created.

5. We can make changes in the program anytime. To do so:

    - Double click on the Welcome class icon.

    - The program screen will appear.

    - Make the changes we want to do.

    - Save the changes and recompile the program.

    - Now, execute the Program.