1. What is a program?

A set of instructions for a computer

1. What are some common high-level programming languages

C#, Java, C++

1. What is the program called that translates a high-level language to a low level language?

compiler

1. How does the Java compiler actually compile a Java program?

compiles into byte-code first, which is then read by the JVM or java virtual machine

1. Looking at number 4, how is that different from other high-level languages?

most other languages compile to machine code

1. What is the JIT? How is Java Portable?

just-in-time compiler, which compiles java apps from bytecode to native machine code at run-time

This allows java to be run on any operating system the JIT supports

1. What is the class loader? Why is it needed?

class loaders load classes when they are needed by the program

1. We will talk more about applications than applets? Why?

applets are designed to be sent to foreign devices and run there

1. What is object oriented-oriented programming?

Programming languages based around objects which contain data and can perform functions

1. What is encapsulation? What is polymorphism and inheritance?

encapsulation is restriction of all information from objects or the user that is not immediately necessary

inheritance allows information to be shared from higher level parent objects to lower level child objects

program instructions that do different things in different scenarios

1. What is the difference in a syntax and run-time error?

syntax errors result from errors in how the code is written and do not allows the program to compile, while run-time errors occur during run-time and result because of errors in logic