

Politecnia de chiapas

English glossary

2-B

English

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Main: Is the entry point of the application, that is, it is the point at which execution begins.

switch: It is a structure that evaluates more than one case and is characterized by, selection of one option among several.

Char: is a primitive data type that is used to hold a single character.

Public: The field or method is visible in any class.

Private: Is the most restrictive of all, basically any element of a class that is private can only be accessed by the same class for nothing else.

Void: indicates that the main method does not return any value.

static: A static method can only call other static methods and cannot call a non-static method from it.

import: is used to import functions that have been exported from an external module.

Package: A Package contains a set of classes that are related either by purpose, by scope, or by inheritance.

Class diagram: A class diagram represents in a graphic scheme, the intervening classes or objects and how they are related in their scenario, system or environment.

String: represents an alphanumeric String of a constant value that cannot be changed after it has been created.

int: int is used to store a 32-bit integer.

double: double is used to store a 64-bit double precision floating point value.

dialog box: They are a perfect option to send all kinds of messages to the user: error, caution, information.

sequence diagram: is an interaction diagram that describes how a group of objects exchange messages to perform an operation.

builder: a constructor is a subroutine whose mission is to initialize an object of a class.

method : A method is an abstraction of an operation that can be done or performed on an object.

array : A Java array is a data structure that allows us to store a string of data of the same type.

beans : Conform to certain conventions regarding property and event interface definitions.

attributes : they are pieces of information that an object possesses or knows about itself.

Vectors : Vectors are data structures similar to arrays, but more developed, since among other things, they dynamically grow and shrink as needed.

ArrayList : it is a data structure that can stretch to accommodate additional elements within itself and shrink to a smaller size when elements are removed.

byte : represents an 8-bit signed data type. In such a way that you can store the numerical values from -128 to 127.

Class : they are templates for creating objects
As such, the class forms the basis for object-oriented programming in Java, which is one of the leading software development paradigms today

Variable : They are an essential element that we will use in order to store data.

for : they are logical structures that allow you to perform an action over and over again, as long as a Boolean condition is met

Object : is a storage unit that contains attributes and methods

while : allows you to repeat an action in a loop as long as a boolean control condition is met.

Stack : is a sequence of elements of the same type in which access to it is done through a single place called the top:

if : is used in Java to make decisions about a pre-existing value.

