CS 234 Review for Test 1

1. Go over the readings one more time Chapters 1, 2, and 3.
2. Review your notes, homeworks, and exercises in the text.
3. Review Chapter topics

Chap 1 A: chapter objectives, review.

B: binary numbers, know who to convert binary to decimal

and decimal to binary. Know how to do

2’s compliment and do an example. Use the methods

shown in class.

C: know the major parts of a computer and be able to

explain what the parts do.

D: Internet know the basics, WAN, LAN, WIFI, URL, etc.

E: Computer Languages: How is JAVA different from other

Languages? Be able to describe: machine language,

assembly language, higher level language, fourth

generation language.

F: JAVA basics, know how to: make comments, make

identifiers, and what reserved words are, what white

space is.

G: Know the basic ideas of object oriented programming

and problem solving.

Chap 2 A. chapter objectives, review.

B: Know how to use *print* and *println* with Strings with

concatenation, escape sequences, and constants.

C: Know how to declare variables and constants and assign

values to them.

D: Know the primitive data types

E: Know what an expression is and how to make them.

F: Know the arithmetic operators and the precedence rules,

be able to evaluate expressions using the method

shown in class.

G: Know about data conversion, type casting

H: Know how to declare and create a Scanner object

and be able to use it.

I: Be able to do a program design, following the method

used in class and in your homework 2.

Chap 3 A. Chapter objectives, review.

B. Know how to declare and create objects and declare and initialize primitive data types. Know the 8 primitive

data types. Be able to explain how the way objects

are stored differs from the way primitive data items

are stored.

C. String objects can be declared and created in two

different ways (this is the only object that has this

strange peculiarity).

D. What does a constructor do? (2 things)

E. What are aliases? Give an example.

F. Know how to use the String class to make String objects,

and use the methods from the String class.

G. Know who to use Eclipse.