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Unit 12_010 – Terms

Video Length 11:49

1. What is computer hardware?

2. What is computer software?

3. What is machine language?

4. What is Assembly Language? How does it relate to machine language?

5. What are high level languages? Can computers immediately execute programs written in high level languages? What needs to be done to get programs ready to execute?

Unit 12_020 – Translators

Video Length 12:41

6. What is a compiler?

7. What is an interpreter?

8. This was not directly addressed, but how are compilers and interpreters similar? How are they different?

9. Is Java an interpreted or a compiled language? Explain your answer.

Unit 12_030 – Java Mechanics

Video Length 8:48

10. What does the `javac` program do?

11. What does the `java` program do?

12. What is in each type of file?

   - .java

   - .class

   - .jar

13. How is a java file related to a zip file?

Unit 12_040 – Designing an Object, Part 1

Video Length 23:12

14. What is a UML diagram?

15. When using `this` is being used to call a constructor, what is the rule about where the this(…) call must be located?

Unit 12_040 – Designing an Class, Part 2

Video Length 12:12

16. How do you get IntelliJ to generate Getters, Setters, and other standard methods for you? Is it OK to modify those methods?

Unit 12_050 – Equals And Hashcode

Video Length 14:12

17. What does the hascode method return?

18. What is the relationship between a equals() and hashcode()?

Unit 12_060 – Searching

Video Length 15:15

19. In the video, there was a boolean variable named "found." Suppose this variable was not in the method. Then the while statement would just be `while(i < n)`. Would the method still find the smallest value? What is the advantage of checking the found variable?

Please write any lingering questions you have here.