|  |  |
| --- | --- |
| Java Virtual Machine (JVM) | A virtual computer that runs on an operating system (Windows, Mac OS, Linux) that interprets Java bytecode to the system language so that the Java instructions could be performed. |
| Source code | The fundamental component of a computer program that is created by a programmer. |
| Java bytecode | Instructions processed by the Java Virtual Machine (JVM). |
| Data | Information stored or processed by a computer. |
| Class | A template definition of the methods and variables in a particular kind of object. |
| Method | A programmed procedure that is defined as part of a class. A class can have more than one method. |
| Variable /ˈveə.ri.ə.bəl/ | A value that can change. It can be defined as different data types to represent different information, e.g. String, Integer, or Double. |
| Constant /ˈkɒn.stənt/ | A value that cannot be changed. |
| Boolean  /ˈbuːliən/ | A type of variable that has two possible values:and |
| String /strɪŋ/ | A data type representing a sequence of characters or texts, e.g. ‘Hello Java’. |
| Integer /ˈɪn.tɪ.dʒər/ | A data type representing a whole number without a decimal point, e.g. 123. |
| Double | A data type representing a floating point number, e.g. 12.30. |
| Compile /kəmˈpaɪl/ | To translate a program that programmers have written into a language that the computer can understand, i.e. change the high-level language into machine language (low-level). |
| Declare /dɪˈkleə/ | In Java, this means to name a variable and specify its data type. (In Python – a different programming language, to declare a variable does not necessarily need to define its data type.) |
| Initialise /ɪˈnɪʃ.əl.aɪz/ | To give a variable a value for the first time. |
| Assign /əˈsaɪn/ | To give a variable a new value. |
| Syntax /ˈsɪn.tæks/ | The grammar, structure, or order of the elements in a language statement. |
| Binary /ˈbaɪ.nər.i/ | Adjective. Consisting two parts. |
| Binary system | The number system (with base 2) most commonly used in computers. A **binary digit** (or **bit**) is either 0 or 1. |
| Bit  /bɪt/ | Either 0 or 1. It is the smallest unit of storage or information in computer system. |
| Byte  /baɪt/ | A unit of storage or information in computer system. 1 byte = 8 bits.  The letter B is usually used as symbols for Byte, as in MB (megabyte), GB (gigabyte), and TB (terabyte). |
| Operator  /ˈɒp.ər.eɪ.tər/ | A symbol that is used to specify the operations performed by variables, e.g. +, -, \*, / etc. |