

## Self-Review Exercises

- 1.1** Fill in the blanks in each of the following statements:
- a) The company that popularized personal computing was \_\_\_\_\_.  
**ANS:** Apple.
  - b) The computer that made personal computing legitimate in business and industry was the \_\_\_\_\_.  
**ANS:** IBM Personal Computer.
  - c) Computers process data under the control of sets of instructions called \_\_\_\_\_.  
**ANS:** programs.
  - d) The key logical units of the computer are the \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_ and \_\_\_\_\_.  
**ANS:** input unit, output unit, memory unit, central processing unit, arithmetic and logic unit, secondary storage unit.
  - e) The three types of languages discussed in the chapter are \_\_\_\_\_, \_\_\_\_\_ and \_\_\_\_\_.  
**ANS:** machine languages, assembly languages, high-level languages.
  - f) The programs that translate high-level language programs into machine language are called \_\_\_\_\_.  
**ANS:** compilers.
  - g) The \_\_\_\_\_ allows computer users to locate and view multimedia-based documents on almost any subject over the Internet.  
**ANS:** World Wide Web.
  - h) \_\_\_\_\_ allows a Java program to perform multiple activities in parallel.  
**ANS:** Multithreading.
- 1.2** Fill in the blanks in each of the following sentences about the Java environment:
- a) The \_\_\_\_\_ command from the JDK executes a Java application.  
**ANS:** java.
  - b) The \_\_\_\_\_ command from the JDK compiles a Java program.  
**ANS:** javac.
  - c) A Java program file must end with the \_\_\_\_\_ file extension.  
**ANS:** .java.
  - d) When a Java program is compiled, the file produced by the compiler ends with the \_\_\_\_\_ file extension.  
**ANS:** .class.
  - e) The file produced by the Java compiler contains \_\_\_\_\_ that are executed by the Java Virtual Machine.  
**ANS:** bytecodes.
- 1.3** Fill in the blanks in each of the following statements (based on Section 1.16):
- a) Objects have the property of \_\_\_\_\_—although objects may know how to communicate with one another across well-defined interfaces, they normally are not allowed to know how other objects are implemented.  
**ANS:** information hiding.
  - b) Java programmers concentrate on creating \_\_\_\_\_, which contain fields and the set of methods that manipulate those fields and provide services to clients.  
**ANS:** classes.
  - c) Classes can have relationships called \_\_\_\_\_ with other classes.  
**ANS:** associations.
  - d) The process of analyzing and designing a system from an object-oriented point of view is called \_\_\_\_\_.  
**ANS:** object-oriented analysis and design (OOAD).

- e) OOD takes advantage of \_\_\_\_\_ relationships, where new classes of objects are derived by absorbing characteristics of existing classes, then adding unique characteristics of their own.

ANS: inheritance.

- f) \_\_\_\_\_ is a graphical language that allows people who design software systems to use an industry-standard notation to represent them.

ANS: The Unified Modeling Language (UML).

- g) The size, shape, color and weight of an object are considered \_\_\_\_\_ of the object's class.

ANS: attributes.

## Exercises

- 1.4** Categorize each of the following items as either hardware or software:

- a) CPU

ANS: hardware.

- b) Java compiler

ANS: software.

- c) JVM

ANS: software.

- d) input unit

ANS: hardware.

- e) editor

ANS: software.

- 1.5** Fill in the blanks in each of the following statements:

- a) The logical unit of the computer that receives information from outside the computer for use by the computer is the \_\_\_\_\_.

ANS: input unit.

- b) The process of instructing the computer to solve a problem is called \_\_\_\_\_.

ANS: computer programming.

- c) \_\_\_\_\_ is a type of computer language that uses Englishlike abbreviations for machine-language instructions.

ANS: Assembly language.

- d) \_\_\_\_\_ is a logical unit of the computer that sends information which has already been processed by the computer to various devices so that it may be used outside the computer.

ANS: The output unit.

- e) \_\_\_\_\_ and \_\_\_\_\_ are logical units of the computer that retain information.

ANS: The memory unit, the secondary storage unit.

- f) \_\_\_\_\_ is a logical unit of the computer that performs calculations.

ANS: The arithmetic and logic unit (ALU).

- g) \_\_\_\_\_ is a logical unit of the computer that makes logical decisions.

ANS: The arithmetic and logic unit (ALU).

- h) \_\_\_\_\_ languages are most convenient to the programmer for writing programs quickly and easily.

ANS: High-level.

- i) The only language a computer can directly understand is that computer's \_\_\_\_\_.

ANS: machine language.

- j) \_\_\_\_\_ is a logical unit of the computer that coordinates the activities of all the other logical units.

ANS: The central processing unit (CPU).

## 4 Chapter 1 Introduction to Computers, the Internet and the Web: Solutions

**1.6** What is the difference between fatal errors and nonfatal errors? Why might you prefer to experience a fatal rather than a nonfatal error?

**ANS:** Fatal runtime errors cause programs to terminate immediately without having successfully performed their jobs. Nonfatal runtime errors allow programs to run to completion, often producing incorrect results. Fatal errors may be preferable, because they are obvious and easy to find.

**1.7** Fill in the blanks in each of the following statements:

a) \_\_\_\_\_ is now used to develop large-scale enterprise applications, to enhance the functionality of web servers, to provide applications for consumer devices and for many other purposes.

**ANS:** Java.

b) \_\_\_\_\_ was designed specifically for the .NET platform to enable programmers to migrate easily to .NET.

**ANS:** C#.

c) \_\_\_\_\_ initially became widely known as the development language of the UNIX operating system.

**ANS:** C.

d) \_\_\_\_\_ was developed at Dartmouth College in the mid-1960s as a means of writing simple programs.

**ANS:** BASIC.

e) \_\_\_\_\_ was developed by IBM Corporation in the mid-1950s to be used for scientific and engineering applications that require complex mathematical computations.

**ANS:** Fortran.

f) \_\_\_\_\_ is used for commercial applications that require precise and efficient manipulation of large amounts of data.

**ANS:** COBOL.

g) The \_\_\_\_\_ programming language was developed by Bjarne Stroustrup in the early 1980s at Bell Laboratories.

**ANS:** C++.

**1.8** Fill in the blanks in each of the following statements:

a) Java programs normally go through five phases—\_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_ and \_\_\_\_\_.

**ANS:** edit, compile, load, verify, execute.

b) A(n) \_\_\_\_\_ provides many tools that support the software-development process, such as editors for writing and editing programs, debuggers for locating logic errors in programs, and many other features.

**ANS:** integrated development environment (IDE).

c) The command java invokes the \_\_\_\_\_, which executes Java programs.

**ANS:** Java Virtual Machine (JVM).

d) A(n) \_\_\_\_\_ is a software application that simulates a computer, but hides the underlying operating system and hardware from the programs that interact with it.

**ANS:** virtual machine (VM).

e) A(n) \_\_\_\_\_ program can run on multiple platforms.

**ANS:** portable.

f) The \_\_\_\_\_ takes the .class files containing the program's bytecodes and transfers them to primary memory.

**ANS:** class loader.

g) The \_\_\_\_\_ examines bytecodes to ensure that they are valid.

**ANS:** bytecode verifier.

**1.9** Explain the two compilation phases of Java programs.

**ANS:** The two compilation phases that Java programs typically go through include one in which source code is translated into bytecodes which are portable across JVMs and a second in which the bytecodes are translated into machine language for the actual computer on which the program executes. In early Java versions, the JVM was simply an interpreter for Java bytecodes. This caused most Java programs to execute slowly because the JVM would interpret and execute one bytecode at a time. Today's JVMs typically execute bytecodes using a combination of interpretation and so-called just-in-time (JIT) compilation. In this process, The JVM analyzes the bytecodes as they are interpreted, searching for hot spots—parts of the bytecodes that execute frequently. For these parts, a just-in-time (JIT) compiler—known as the Java HotSpot compiler—translates the bytecodes into the underlying computer's machine language. When the JVM encounters these compiled parts again, the faster machine-language code executes.

**1.10** You are probably wearing on your wrist one of the world's most common types of objects—a watch. Discuss how each of the following terms and concepts applies to the notion of a watch: object, attributes, behaviors, class, inheritance (consider, for example, an alarm clock), abstraction, modeling, messages, encapsulation, interface and information hiding.

**ANS:** The entire watch is an object that is composed of many other objects (such as the moving parts, the band, the face, etc.) Watch attributes are time, color, band, style (digital or analog), etc. The behaviors of the watch include setting the time and getting the time. A watch can be considered a specific type of clock (as can an alarm clock). With that in mind, it is possible that a class called `Clock` could exist from which other classes such as `watch` and `alarm clock` could inherit the basic features in the clock. The watch is an abstraction of the mechanics needed to keep track of the time. The user of the watch does not need to know the mechanics of the watch in order to use it; the user only needs to know that the watch keeps the proper time. In this sense, the mechanics of the watch are encapsulated (hidden) inside the watch. The interface to the watch (its face and controls for setting the time) allows the user to set and get the time. The user is not allowed to directly touch the internal mechanics of the watch. All interaction with the internal mechanics is controlled by the interface to the watch. The data members stored in the watch are hidden inside the watch and the member functions (looking at the face to get the time and setting the time) provide the interface to the data.

## Making a Difference

**1.11** (*Test Drive: Carbon Footprint Calculator*) Some scientists believe that carbon emissions, especially from the burning of fossil fuels, contribute significantly to global warming and that this can be combatted if individuals take steps to limit their use of carbon-based fuels. Organizations and individuals are increasingly concerned about their “carbon footprints.” Websites such as TerraPass

[www.terrapass.com/carbon-footprint-calculator/](http://www.terrapass.com/carbon-footprint-calculator/)

and Carbon Footprint

[www.carbonfootprint.com/calculator.aspx](http://www.carbonfootprint.com/calculator.aspx)

provide carbon footprint calculators. Test drive these calculators to determine your carbon footprint. Exercises in later chapters will ask you to program your own carbon footprint calculator. To prepare for this, research the formulas for calculating carbon footprints.

**1.12** (*Test Drive: Body Mass Index Calculator*) By recent estimates, two-thirds of the people in the United States are overweight and about half of those are obese. This causes significant increases in illnesses such as diabetes and heart disease. To determine whether a person is overweight or obese,