# **Chapter 1 Assignment**

Toggle Dark Mode

#### 1.6 Fill in the blanks in each of the following statements:

- a. The process of instructing the computer to solve a problem is called **Programming**.
- b. What type of computer language uses English-like abbreviations for machine language instructions? *Assembly Language*.
- c. The level of computer language at which it's most convenient for you to write programs quickly and easily is *High-level*.
- d. The only language that a computer directly understands is called that computer's **Machine Language**.
- e. Web 2.0 embraces an *Architecture of Participation* a design that encourages user interaction and community contributions.
- f. **Collective Intelligence** is the concept that a large, diverse group of people will create smart ideas.

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

- a. **Java** is now used to develop large-scale enterprise applications, to enhance the functionality of web servers, to provide applications for conusmer devices and for many other purposes.
- b.  $\underline{C}$  initially became widely known as the development language of the UNIX operating system.
- c. The <u>C++</u> programming language was developed by Bjarne Stroustrup in the early 1980s at Bell Laboratories.

## 1.9 Fill in the blanks in each of the following statements:

- a. <u>IPv6</u> is the next-generation Internet Protocol that features built-in security and a new addressing scheme, significantly expanding the number of addresses available.
- b. HTML documents normally contain *hyperlinks*, which, when clicked, load a specified web document.
- c. A <u>URL</u> contains information that directs a browser to the resource that the user wishes to access; <u>web</u> servers make such resources available to web clients.
- d. The two most common HTTP request types (also known as request methods ) are  $\underline{get}$  and  $\underline{post}$ .
- e. Web-based applications are multitiered applications (sometimes referred to as *n*-tier applications. The **bottom tier** (also called the data tier or the information tier) maintains the applicaion's data and typically stores data in a relational database management system (RDBMS). The **middle tier** implements business logic, controller logic and presentation logic to control interactions between the application's clients and its data. The **top tier**, or client tier, is the application's user interface, which gathers input and displays output.
- f. **Android**, the fastest growing mobile and smartphone operating system, is based on the Linux kernel and Java.

# 1.11 Describe the difference between client-side programming and server-side programming.

- Client-side programming takes place in the browser; server-side programming, on the other hand, takes place in the web server.
- Client-side programming has its limitations, due to browser dependency.
- Also, due to security reasons, server-side programming is safer: server-side programming can mirror data from the client and is thusly more secure.

## 1.13 (Cloud Computing) Describe three benefits of the cloud computing model.

- 1. Cloud computing allows you to use software, hardware and information stored in remote computers and accessed via the internet, thus simplifying computing.
- 2. Cloud computing allows you to increase or decrease resources to meet your needs at any given time, which is more cost effective.
- 3. Cloud computing shifts the management burden from the business, which often needs to hire knowledgeable support staff, to the service provider, empowering the business on even a shoe-string budget.
- 1.17 (Watch as an Object) You're 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, encapsulation, interface and information hiding.
  - 1. When a watch is built, it becomes an Object I can purchase or receive.
  - 2. If my particular watch is custom built according to my preferences, I may choose to make it gunmetal blue, with turquoise zeros and ones, and have my name engraved: these would be my watch's particular Attributes; in this instance, its colors and custom engraving would be its particular Attributes.
  - 3. In order for my watch to behave like a watch, it must be able to tell time; this will be performed by a method, housed in the design of my watch, that instructs my watch to produce a measure of time, either digitally or mechanically: these methods are manifested as the "Behavior" of my watch.
  - 4. Before someone can build my watch, they must have its design; the engineering design of my watch is analogous to it Class in programming.
  - 5. If someone were to make my watch hi-tech and allow it to connect to Wi-Fi, have bluetooth and play audio and vidoe, it would have to inherit its original features into a class with its upgraded features: this would be Inheritance.
  - 6. If I don't know anything about physics, engineering, design, or mechanics, I should still be able to use my watch: Abstraction means that I can use my watch without knowing how it works "under the hood."
  - 7. Encapsulation is the same idea: a class (in this case, the design of my watch) encapsulates the methods (the "behavior" of my watch) and the attributes (colors, engravings, etc.) of my watch; other watches don't have to be like mine; the encapsulation of my class of watch makes it unique.

- 8. Interface is also related to Abstraction and Encapsulation, in that what I interact with is a surface that simplifies the complexity underneath; I don't need to know all the chips, gears, mechanics and physics beneath that surface; that surface simply has to make it easy for me to interface with me, the user of the watch.
- 9. Finally, Information Hiding is also connected to the concepts of Abstraction, Encapsulation, and Interface: the implementation details of the design process are hidden from me, the user of the watch; the more information of the design of my watch is hidden from me, the better the Abstraction, the Encapsulation, and the Interface; indeed, the overall engineering of my watch is improved with good Information Hiding, just as the overall engineering of software is improved with proper Information Hiding..

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