WORKSHEET 00A – Due 6/17 (week 1 day 1)

Register with Canvas, and install BlueJ & JDK:

- Register with your Canvas course:
 - You will be invited to register with your Canvas course shortly after the Orientation
 - If you have not received an email from Canvas within a few days of the ATDP Orientation, please email me (anguyen@srvusd.net), so that I can register you. Then, activate the account after you receive the invitation email.
- 2 When you log onto Canvas, the left panel has the following choices:

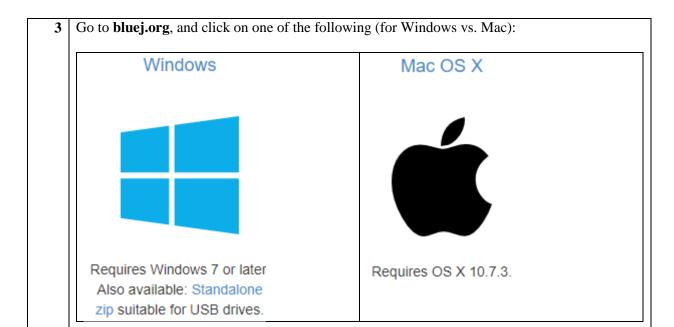








- Click on **Dashboard** or **Courses** to bring up the course(s) you are taking.
- Choose Programming in Java
- The main window (at right) will show the modules (i.e., chapters) and their contents that are available for you to work on
- At this time (i.e., after choosing the course), you can click on Calendar to see the due dates. Note that the due time is the starting time of class, not midnight of the due date.



Note that you can also install BlueJ on your flash drive, which will enable you to use a computer without BlueJ installed on that computer.

Explore the textbook:

Remember to always check your answers afterwards

1	Based on "A Walkthrough of the	See pgs. xi-xiv
	Learning Aid", write the list of the	
	19 callouts. To make things simple,	
	you don't have to write the entire	
	contents of the callouts; just list and	
	number the bold phrases.	
2	Based on the Table of Contents	7
	(hint: p. xix), how many lessons are	
	there in Chapter 1?	
3	For each lesson number in Chapter 1, cite the lesson title and starting page number.	1.1 Computer Programs 2
		1.2 The Anatomy of a Computer 3
		1.3 The Java Programming Language 6
		1.4 Becoming Familiar with Your Programming
		Environment 7
		1.5 Analyzing Your First Program 11
		1.6 Errors 14
		1.7 Problem Solving: Algorithm Design 15

4	At the end of each chapter, there is the CHAPTER SUMMARY (which starts on page 22 for Chapter 1). There are 4 sections after that (hint: with yellow highlight). For each of these sections in Chapter 1, cite: a) the letter used in the lessons that refers to this section b) the section title c) the starting page number	 R, REVIEW QUESTIONS, p. 24 E, PRACTICE EXERCISES, p. 25 P, PROGRAMMING PROJECTS, p. 28 (no letter label for this section), ANSWERS TO SELF-CHECKED QUESTIONS, p. 29
5	The last section referred to in the	The solutions for the following 3 sections are from the
	previous question is the answers to	teacher, posted online:
	"something". Where are the	REVIEW QUESTIONS
	answers/solutions to the other 3	 PRACTICE EXERCISES
	sections?	 PROGRAMMING PROJECT
6	Below half way of page 13, Practice	a) R1.7 is Question 7 in the REVIEW
	It asks you to try a few things.	QUESTIONS section of Chapter 1.
	a) What does R1.7 mean?	b) E1.5 is Exercise 5 in the PRACTICE
	b) What does E1.5 mean?	EXERCISES section of Chapter 1.
	Hand in your paper on due date	

THE END