

CSC 116 – Test 1 Vocabulary

Lecture 1

Computer program – a group of instructions that the computer's processor executes

Computer programming – the art of designing and writing a group of instructions that the computer's processor executes

Platform independent – code we write (java) can be used on multiple platforms

Source code – the java code a human writes

Compiler – translates our English into 0's and 1's for the processor to understand

Byte code – compiled source code into a class file (containing 0's and 1's)

Lecture 2

Variable – placeholder for data in a computer program

Identifier – the name of a variable

Java keyword/reserved word – words that are set aside for use in the Java language

Assignment Operator – =, used to assign values to variables

Initialization – giving a variable its initial value

Concatenation operator – +, used to combine statements in a print command

Syntax error – grammatical problem with the source code (prevents from compiling)

E.g.: `int x = 50`

`in x = 50;`

`int x 50;`

Runtime error – error when source code compiles but when you run, an error occurs (e.g. division by 0)

Logic error – error when code compiles and runs but doesn't produce desired results (e.g. in calculating the area of a square we multiply by 2 opposed to squaring)

Comments – sections of the source code ignored by the computer

Lecture 3

Promotion – when an integer value is temporarily converted to a double value in order to make a calculation

Cast – manually change the variable type in order to make a calculation

Constant – variable whose value cannot be changed (use keyword *final*)

Method – group of code that performs a single task

Parameters – what a method uses to accept information `calculateArea(parameters)`

Argument – value you provide to a method to calculate

Lecture 4

Local variable – variable that is declared within a method (it exists ONLY within that method)

Class variable – variable declared by a class statement and exists across all methods

Lecture 5

Return type – e.g. void, double, int; what the method returns

Lecture 6

Scope – refers to the context in which something is visible in programming (public, private, protected)

Visibility – whether or not something in our program can be accessed in a given context

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Instance variable – remove static from a class variable