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.:  
\[
\text{int x = 50;}
\]
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