Review Questions

1. The most basic circuitry-level computer language is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
   1. machine language
   2. Java
   3. high-level language
   4. C++
2. Languages that let you use an easily understood vocabulary of descriptive terms, such as *read, write*, or *add*, are known as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_languages.
3. procedural
4. high-level
5. machine
6. object-oriented
7. The rules of a programming language constitute its \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
8. syntax
9. logic
10. format
11. objects
12. A \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_translates high-level language statements into machine code.
13. programmer
14. syntax detector
15. compiler
16. decipherer
17. Named computer memory locations are called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
18. compilers
19. variables
20. addresses
21. appellations
22. The individual operations used in a computer program are often grouped into logical units called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
23. procedures
24. variables
25. constants
26. logistics
27. Envisioning program components as objects that are similar to concrete objects in the real world is the hallmark of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
28. command-line operating systems
29. procedural programming
30. object-oriented programming
31. machine languages
32. The values of an object’s attributes are known as its \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
33. state
34. orientation
35. methods
36. condition
37. An instance of a class is a(n) \_\_\_\_\_\_\_\_\_\_\_\_\_.
38. method
39. procedure
40. object
41. case
42. Java is architecturally \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
43. neutral
44. oriented
45. specific
46. abstract
47. You must compile classes written in Java into \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
48. bytecode
49. source code
50. javadoc statements
51. object code
52. All Java programming statements must end with a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
53. period
54. comma
55. closing parenthesis
56. semicolon
57. Arguments to methods always appear within \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
58. parentheses
59. double quotation marks
60. single quotation marks
61. curly braces
62. In a Java program, you must use \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_to separate classes, objects, and methods.
63. commas
64. semicolons
65. dots
66. forward slashes
67. All Java applications must have a method named \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
68. method()
69. main()
70. java()
71. Hello()
72. Nonexecuting program statements that provide documentation are called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
73. classes
74. notes
75. comments
76. commands
77. Java supports three types of comments: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, and javadoc.
78. line, block
79. string, literal
80. constant, variable
81. single, multiple
82. Which of the following is not necessary to do before you can run a Java program?
83. coding
84. compiling
85. debugging
86. saving
87. The command to execute a compiled Java application is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
88. run
89. execute
90. javac
91. java
92. You save text files containing Java source code using the file extension \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
93. .java
94. .class
95. .txt
96. .src