

CSC 160 QUIZ 1 STUDY GUIDE

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Be able to define/explain the following: Hardware and software; CPU, central memory, secondary memory, input and output devices.

Objects, classes, class constructor, class method, class fields, instance member, static member, variables, expressions.

Be able to name all Java primitive types; concept of a data type; how to build boolean expressions; method calls, assignment statement; if statement, and while loops.

Simple GUI component classes: JFrame, JTextField, JButton; layout managers: FlowLayout, GridLayout.

Input and output using the Scanner class; how to read integers, single words, and an entire line of input.

The String class: how to determine the length of a string; how to get the character at a specific index or position in a string.