

CSC 160 WEEK 3 TEST STUDY GUIDE

PROFESSOR GODFREY C. MUGANDA

The Week 3 Quiz will be on Friday.

1. CONCEPTS

You should be able to explain or define course-related concepts.

Computer hardware and software; define the major categories of hardware components (input, output, central memory, CPU, secondary memory), explaining the part that each plays in the functioning of a computer system and providing examples of devices in each category.

Operating system, compilers, high level language, machine language.

Data types. Values and operations of a data type. Variables and expressions of a data type. Primitive types. Examples of primitive types and non-primitive types.

Integer operators. Priority/precedence of operators. Binary, unary, prefix, postfix operators; How to build integer expressions.

Boolean data type. Boolean values. Boolean operators `||`, `&&`, `!`. Definition of meaning of these operators using truth tables.

Expressions and statements. Input, output, and assignment statements. If statement, while statement, and for statement.

Testing an integer to see if it is even, odd, or divisible by another number.

2. PROGRAMMING CONCEPTS

Make sure you understand all code written for all lab assignments through Week 2 and you can do all those assignments, and similar assignments, without any help.

How to write a string into a text field, how to write a single character into a text field.

How to read integers, single word strings, and an entire line from the keyboard using a scanner.

In addition, Look in the class textbook and do programming challenges 1, 5, and 10 for practice.