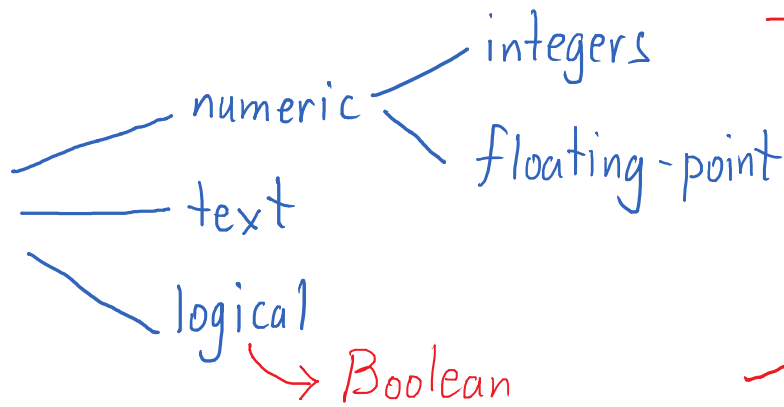


Lesson 1

• data types



- memory needed
- operations
- binary representation

→ George Boole created
"Boolean Logic"

• assignment statements

} a statement that gives a value to a variable

→ store/save/remember info for later use

e.g. $x = x + 1;$

- ① Look up value of x in RAM, add 1, get result
- ② store the result in x (overwrite old value)

• operations: $+$, $-$, $*$, $/$, $\%$, etc.

Summary Notes for 1st Quiz/Test

February 14, 2014 1:42 PM

- data types
- operations
- variables
- assignment statements
- variable declarations } can be done in one statement
- variable initializations } eg. `int x = 3;`
- if statements
 - conditions
 - braces
 - independent vs dependent structure
- loops
 - Counted ("for")
 - conditional $\left(\begin{array}{l} \text{while}(\text{---}) \{ \text{---} \} \\ \text{do} \{ \} \text{while}(\text{---}); \end{array} \right)$
- objects
 - data fields/properties → like adjectives (description)
 - methods → verbs (actions)
 - events → something that happens while a program is running that could cause code to be executed
- data fields/properties } members of a class
 - static (class)
 - instance
- terminology → e.g. source code, assembly code, compile, compiler, etc.
 - open source? (e.g. Mozilla, Blender)
 - Linux
 - 3D-Animation
- explicit/implicit conversions → what is allowed/disallowed