

There are three elements that a programming language needs to be able to create programs - name them (the Boehm-Jacopini Theorem).

What is an editor and how do we use it to write programs?

What is a compiler and how do we use it to write programs?

What is the name of the IDE we will use this semester?

What is the name of the programming language we are using this semester?

What will you be using the CVS Respositories for this semester?

What will you be using Web-CAT for this semester?

What does the DrJava interactions pane allow us to do?

Define what an object-oriented program is.

What are the two main parts of every object?

Define what a class is.

Define what an object is.

Why do we give variables a type?

Why do we give variables a name?

Write the Java expression for creating an object whose type is Car.

Write the Java variable declaration for a variable whose type is Picture and whose name is familyPicture.

Write the Java code to create an instance of the Picture class and assign it to the variable you just created.

Call the method removeRedEye() on the object you just created.

Suppose the following lines of Java code:

```
Ant a = new Ant();
```

```
Ant b = new Ant();
```

```
House h = new House();
```

Draw the memory diagram showing the references and objects for these lines of code.

Now suppose we add the following line:

```
Ant c = new Ant();
```

Show the appropriate changes in the memory diagram.