

Programming/Web Application Project

The project for programming and web application is an online portfolio to cover all programming, web application, and related materials we learned and not learned during the semester. The online portfolio is a wiki site that works as a tutorial package. There are three sections in the portfolio: Java, AS3, and Php/sql.

The first assignment for the project is to create a wikispaces by going to <http://www.wikispaces.com> and register an account. All you need is to provide a user name, a password, and an email account. After you get into the account, create a new wiki, and then click on help to find out how to create a wiki and how to work on a wiki. You **must** figure out how to use it by yourself. Most of your technology skills are built on your own in real life.

The first section should cover topics for java:

1. definitions (16): You will build a page to define following terms: programming language, software, machine language, assembly language, high level language, compiler, interpreter, source code, byte code, IDE, JDK, GUI, operating systems, binary number, CPU, object-orientation.
2. history: How does programming language evolve? What are the two camps of current programming languages? What is the programming approach from Microsoft and what is the development of java? What is OOP?
3. java: How does java work? Give a short description of current JDK, source code, compiler, byte code.
4. Language Basics:
 - a. What are the key words of java? List at least 20 of java key words.
 - b. How do we use comment in java? Introduce comments for one line and for multiple lines. Give examples.
 - c. What are the four primitive data types? What are the key words as identifiers? How do we declare an integer variable? How do we declare a Boolean variable? How do we declare a constant? Give examples
 - d. How do we assign values to a variable? Give examples to assign value of integer, double, and string.
 - e. How do we make arithmetic expression? Give an example on math.
 - f. What is the code to create a random number? Give examples.
 - g. What is the code to import a scanner class? Give examples
 - h. What is the code to print a line? Give examples
 - i. What is applet? What is applet good for? Give an example of Applet.
 - j. What is array? How do we declare an array? How do we add a value to an array? Give examples
 - k. Define: abstract, inheritance, and polymorphism.