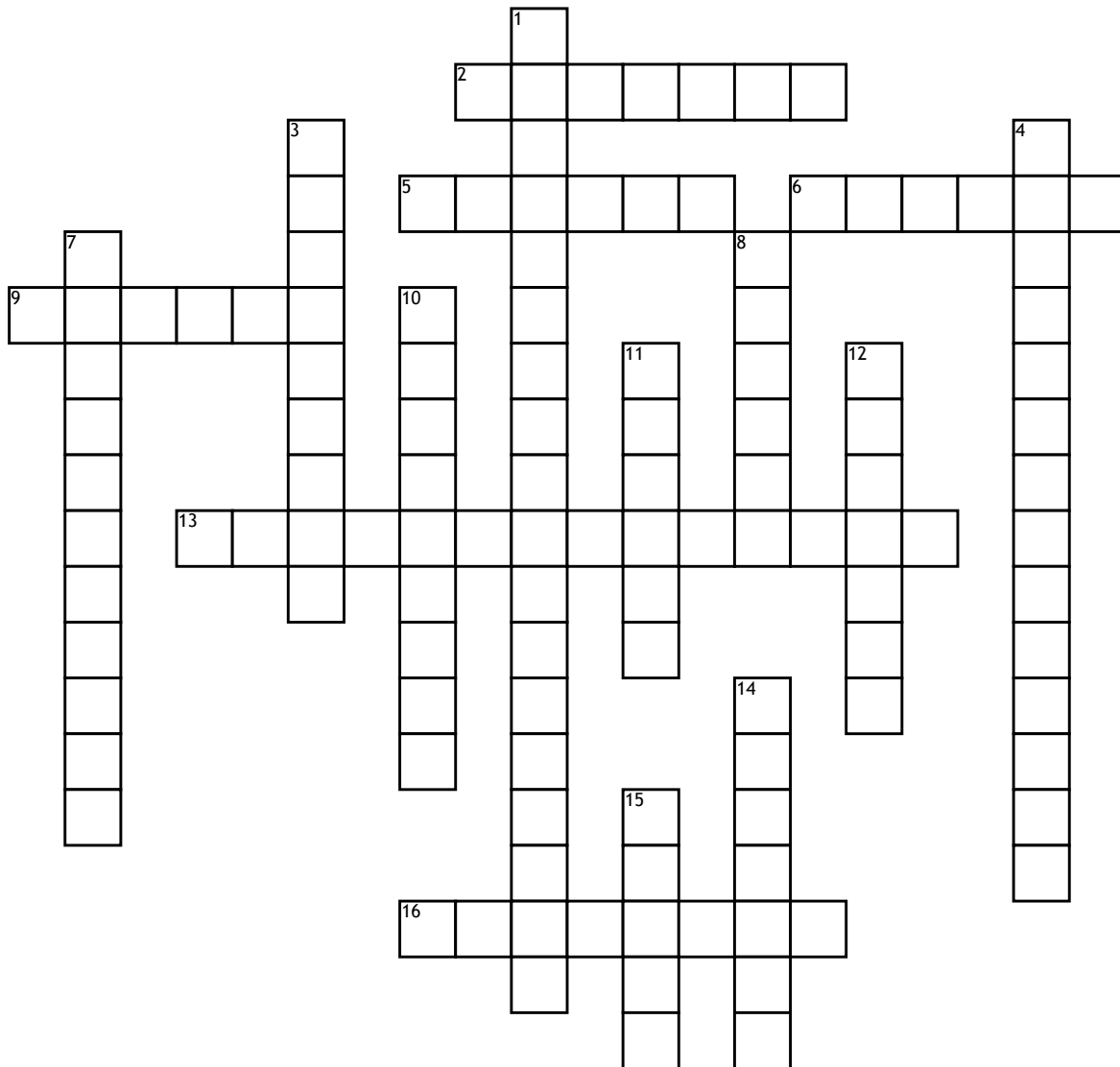


JAVA BEGINNER VOCAB



Across

- 2. A VARIABLE THAT STORES A WHOLE NUMBER
- 5. A VARIABLE THAT STORES A WORD, PHRASE, OR SYMBOLS. ALWAYS REPRESENTED WITH QUOTATION MARKS AROUND THIS TYPE OF VARIABLE
- 6. THE PART OF JAVA THAT TELLS THE PROGRAM WHAT ACTIONS TO TAKE (IN BLUEJ IT WAS OUR YELLOW BLOCKS)
- 9. A VARIABLE THAT STORES A NUMBER CONTAINING A DECIMAL
- 13. Three connected words. A COMMAND USED TO PRINT OUT THE VARIABLE OR THE CONTENTS INSIDE THE PARENTHESES OF THE COMMAND

- 16. A PLACEHOLDER FOR A VALUE

Down

- 1. TWO WORDS. THIS IS WHAT YOU CALL THE ++ OR -- SIGN IN FRONT OF A VARIABLE
- 3. THE FIRST WORD OF A VARIABLE IS LOWER CASE AND ALL OTHER CONNECTED WORDS WILL BE UPPERCASE
- 4. TWO WORDS. THIS IS WHERE YOU LINK ONE OBJECT IN JAVA TO ANOTHER
- 7. TYPE OF METHOD THAT USES IF/ELSE.
- 8. THIS IS A TYPE OF METHOD THAT RECEIVES THE VARIABLE FOR LATER USE
- 10. TWO WORDS. THIS IS A PROCESS THAT HAPPENS FOREVER UNTIL A CONDITION IS MET. (EXAMPLE: UNTIL X > /10)
- 11. THIS IS A TYPE OF METHOD THAT MAKE A VARIABLE EQUAL TO ANOTHER.
- 12. IMPORTING THIS WILL ALLOW THE USER TO TYPE A RESPONSE TO A QUESTION IN THE CODE
- 14. NAME OF % SYMBOL BETWEEN TWO NUMBERS THAT TELLS US TO FIND THE REMAINDER
- 15. THE NAME OF AN OBJECT THAT YOU ARE DESCRIBING WHAT IT DOES. (THIS IS USUALLY THE FIRST THING YOU SEE IN JAVA AFTER YOU IMPORT ASSETS)