

BA272 Study Guide for the Introduction Section

We covered some basic ideas the first day; see your notes from class.

Introduction (Through p. 23 of the text)

- What should we be worrying about when we develop programs? These notions will help you understand why we do things one way instead of another.
 - o We want programs to do the right thing and do it well.
 - o We want reliable programs (they don't break and don't stop working correctly).
 - o We want maintainable programs that can be adapted over time (inevitable) at a low cost and without messing things up.
 - o We want our programmers to be able to make them as quickly as possible given the previous issues.
- Rob's definition of programming. (p. 15)
- Three important things to consider when specifying a problem to be addressed by a program. (p.16)
- Insights on problem understanding from the text.
- What is Metadata? (p. 17)
- Contrast C# and C. (p. 20+)
- Contrast syntax vs. logic.
 - o A programming language's syntax rules specify exactly how you give it instructions. For example, in C# statements are followed by semicolons, code groupings are enclosed in brackets, comments are preceded by //.
 - o You just have to do these things the computer's way, it is too stupid to understand otherwise.
 - o A program's logic describes what the program is to do.
 - o Basically, source code is logic expressed using a programming language's syntax.
- Source code → Compiler → Object code → Runtime Environment → Operating System → Hardware (.Net).
- Visual Studio (Projects, Toolbars, Autohide and pinning, docking, project properties, Intellisense, build. Debug / run).
- Three main things included in a source code file. (pg. 23)

Disclaimer: Remember, all material from class, (assignments, the text, and notes) is "fair game" for quizzes and exams, even if it is not identified here.