

### **Google Interview Questions**

 You are given 8 identical looking balls. One of them is heavier than the rest of the 7 (all the others weigh exactly the same). You a provided with a simple mechanical balance and you are restricted to only 3 uses. Find the heavier ball. Can you find it with 2 uses?

 How would you cut a rectangular cake into two equal pieces if a rectangular piece has already been cut out of it? The cut piece can be of any size and orientation. You are only allowed to make one straight cut.

#### Introductions!

- Your name
- Why you're here (future career? just curious?)
- Most interesting thing you've done with a computer

### **Expectations**

- Ask for help
- Don't cheat
- · Turn stuff in on time
- Contribute

#### Goals

- Basics of procedural, object-oriented design
- Interesting application domains
- Beautiful code, NOT hacks
- Java syntax

# **Grading**

#### 20% - Daily class work:

- Readings, worksheets, readings, reflections and "warm up exercises"
- Collaboration, respect, leadership and participation

#### 45% - Programming projects

- Where the learning happens! Applying new knowledge & skills
- Primarily in-class

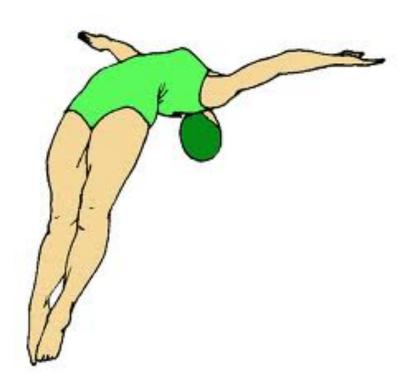
#### 35% - Tests & Quizzes

- Key for succeeding on the AP Exam
- Demonstrate long-term retention of essential content and application of new skills

### **Getting help**

- Cliche but true: no stupid question
- Ask early, ask often
- Seek help from classmates and try looking online
- I am often in class after school; ask if you want to meet
- email: <a href="mailto:embergquist@seattleschools.org">email: <a href="mailto:embergquist@seattleschools.org">email: <a href="mailto:embergquist@seattleschools.org">email: <a href="mailto:embergquist@seattleschools.org">email: <a href="mailto:embergquist@seattleschools.org">embergquist@seattleschools.org</a> and consult the class website for more resources.

# Dive in... in style!



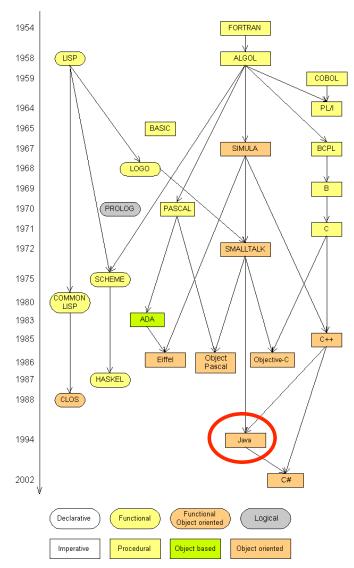
# **Programming?**

- program: A set of instructions to be carried out by a computer.
- program execution: The act of carrying out the instructions contained in a program.
- programming language: A systematic set of rules used to describe computations in a format that is editable by humans.

```
sub leap {
    my $yr = $_[0];
    if ($yr % 100 == 0) {
        return ($yr % 400 == 0);
    }
    return ($yr % 4 == 0);
}
(Finding leap years in Perl!)
```

# **Programming languages**

- Formal expression
- Run on real machines
- Come in lots of flavors
- See rosettacode.org



# Why Java?

- Relatively simple
- Object-oriented (modern!!)
- Existing libraries
- Platform independent
- Widely used
  - o #1 in popularity ie <a href="http://langpop.com/">http://langpop.com/</a>

#### Structure of a Java program

- Every executable Java program consists of a class,
  - o that contains a **method** named main,
    - that contains the statements (commands) to be executed.

# **Compiling/running programs**

#### 1 Write it.

o code or source code: The set of instructions in a program.

#### 2. Compile it.

- compile: Translate a program from one language to another.
- byte code: The Java compiler converts your code into a format named byte code that runs on many computer types.

#### 3. Run (execute) it.

output: The messages printed to the user by a program.

