

Quiz 1
BE-104, Dr. C. S. Tritt, Spring '05

Each question is worth the same amount. This is a closed notes, closed book, closed laptop, closed neighbor quiz. Use the amount of space provided as a guide to how detailed to make your answers. Try to be concise.

1. Explain difference between and give examples of *interactive* and *batch* mode programs.

Interactive programs require user input while running. Batch programs can run unattended and often get their data from and write their results to disk storage. Examples of interactive programs include manual data entry programs and word processors. An example of a batch program would be a hospital billing program that runs overnight reading stored data and printing bills.

2. With regard to object oriented programming languages, explain the difference between classes and objects.

Classes are broad categories of items, like cars or patients. Objects are particular **instances** of classes, like my car or patient number 84242. I accepted anything similar.

3. Describe the overall process of creating and running a Java program.

In general the process (cycle) is: Design, Edit, Compile, Run (test), Repeat. I accepted any similar.