



Objects as a programming concept

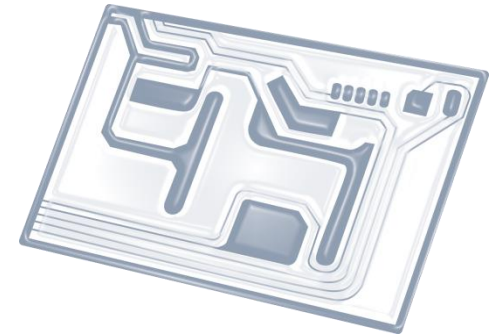
IB Computer Science



*Content developed by
Dartford Grammar School
Computer Science Department*



HL Topics 1-7, D1-4



1: System design



2: Computer Organisation



3: Networks



4: Computational thinking



5: Abstract data structures



6: Resource management



7: Control



D: OOP

HL & SL D.3 Overview

D.3 Program development

D.3.1 Define the terms: class, identifier, primitive, instance variable, parameter variable, local variable

D.3.2 Define the terms: method, accessor, mutator, constructor, signature, return value

D.3.3 Define the terms: private, protected, public, extends, static

D.3.4 Describe the uses of the primitive data types and the reference class string

D.3.5 Construct code to implement assessment statements

D.3.6 Construct code examples related to selection statements

D.3.7 Construct code examples related to repetition statements

D.3.8 Construct code examples related to static arrays

D.3.9 Discuss the features of modern programming languages that enable internationalization

D.3.10 Discuss the ethical and moral obligations of programmers



1: System design

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4: Computational thinking



5: Abstract data structures

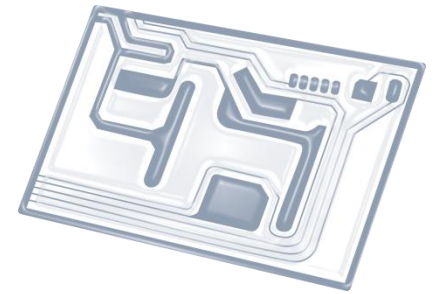
6: Resource management



7: Control

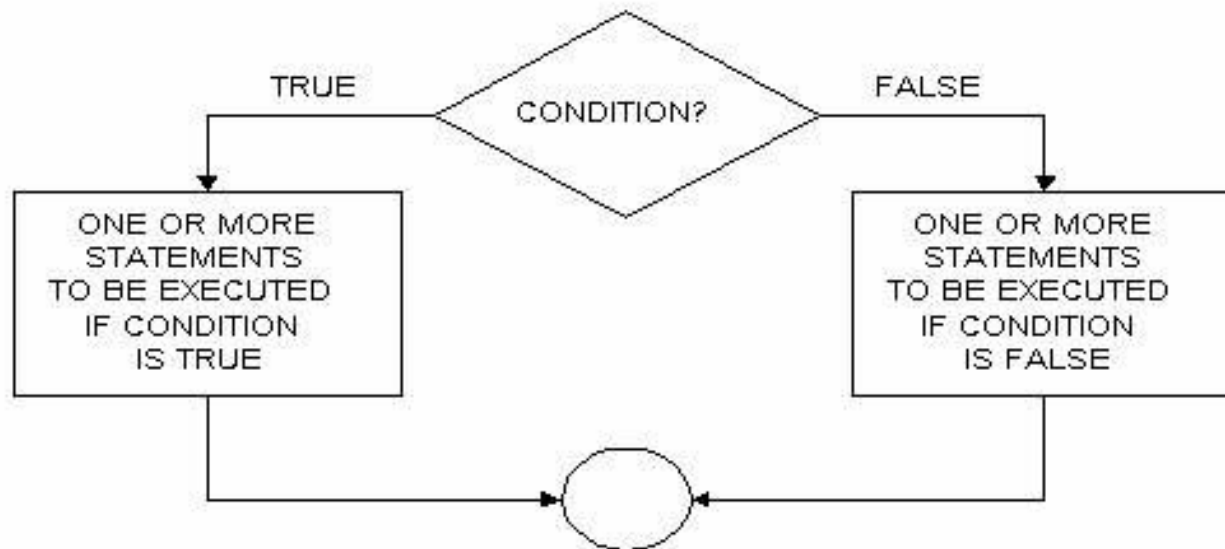
D: OOP





Topic D.3.6

Construct code examples related to **selection** statements



Practice code that uses:

- IF / ELSE
- Boolean conditions, e.g. **WHILE** `list.hasNext()`

```
int num = 5;

if (num < 3) {
    System.out.println("Under 3");
}
else if (num == 3) {
    System.out.println("Equals 3");
}
else {
    System.out.println("Over 3");
}
```