



Objects as a programming concept

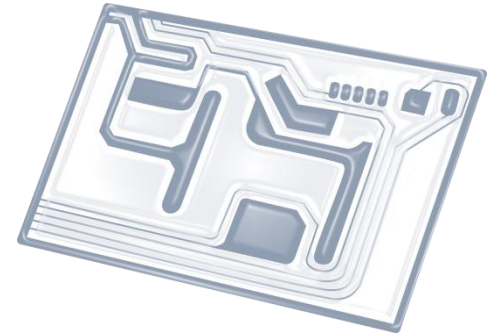
IB Computer Science



*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



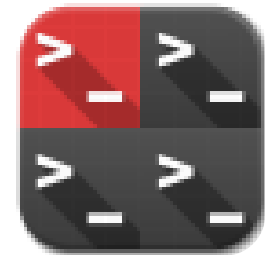
5: Abstract data structures



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



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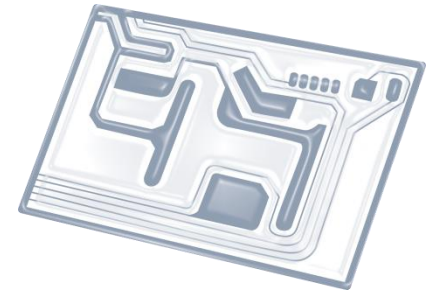


7: Control

D: OOP



Topic D.3.9



Discuss the **features** of modern programming languages that enable **internationalization**



Internationalisation?

- Use of **common character sets** among many platforms and languages, like **UNICODE**
- **Platform independent** high level languages (like **Java**) enable code to run on many platforms

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104C	104D	104E	104F	1050	1051	1052	1053
ᳶ	᳷	᳸	᳹	ᳺ	᳻	᳼	᳽
114C	114D	114E	114F	1150	1151	1152	1153

```

Java Program
class HelloWorldApp {
    public static void main(String[] args) {
        System.out.println("Hello World!");
    }
}
HelloWorldApp.java
    
```

