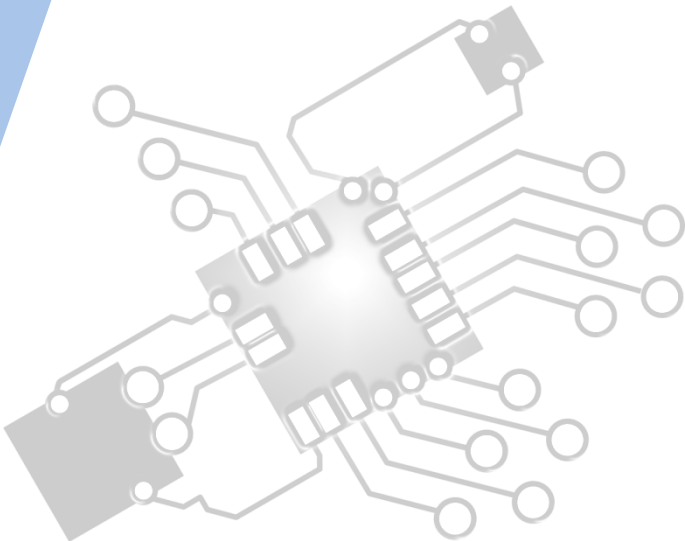




Objects as a programming concept

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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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

0E4C	0E4D	0E4E	0E4F	0E50	0E51	0E52	0E53
𐤀	𐤁	𐤂	𐤃	𐤄	𐤅	𐤆	𐤇
0F4C	0F4D	0F4E	0F4F	0F50	0F51	0F52	0F53
𐤈	𐤉	𐤊	𐤋	𐤌	𐤍	𐤎	𐤏
104C	104D	104E	104F	1050	1051	1052	1053
𐤐	𐤑	𐤒	𐤓	𐤔	𐤕	𐤖	𐤗
114C	114D	114E	114F	1150	1151	1152	1153
𐤘	𐤙	𐤚	𐤛	𐤜	𐤝	𐤞	𐤟

