

Name _____ Period _____ Logic and Computation

Programming Syntax and Semantics Review 1

Directions: The chart contains snippets of Java syntax on the left and its meaning in ordinary English on the right. Complete the chart. If you are given Java syntax, translate its semantics into ordinary English. If you are given the semantics of a programming statement, translate it into the correct Java syntax.

Syntax	Semantics
<code>int counter = 100;</code>	
	Declare a variable named <code>isAlive</code> and set its value to <code>true</code> .
	Define a class of data named "Donut" that has a String representing the flavor and a double representing the price. (You don't need to write a constructor).
<code>Donut d1 = new Donut("chocolate glazed", 1.49);</code>	
	If the price of Donut <code>d1</code> is more than \$3.00, print "too expensive!".
	If the counter is a multiple of 3, print "Fizz". Otherwise print the value of the counter.

<pre>class Fox { double x; double y; boolean isHunting; int hunger; }</pre>	
	Construct a new Fox object stored in the variable f. Its initial position is 33.5, 20. It is not hunting, and its hunger is set to 3.
<pre>int counter = 100; while (counter > 0) { System.out.println(counter); counter--; }</pre>	
<pre>while (1 + 1 == 2) { System.out.println("I know a song that gets on everybody's nerves. And this is how it goes..."); }</pre>	
	Increment the variable counter by 3.
	Decrement the variable counter by 10.
<pre>int r = (int)(Math.random() * 10);</pre>	
<pre>r *= 2;</pre>	
<pre>int value = (int)'A';</pre>	
	Declare an integer named counter set to 65. As long as the counter is less than 91, repeatedly print the value of the counter cast to a character and increment the counter by one.