

CMSI 182
INTRODUCTION TO COMPUTER SCIENCE
Fall 2006

Assignment 0905

We're just starting out, so this is mostly introductory reading, to "get your head in the game."

Not for Submission

1. Read Chapter 0 in the Brookshear book.
2. If you have it, read Chapter 1 of Harel's *Algorithmics*.
3. If the computer on which you plan to do your programming work does not have Java installed, then download and install it. Relevant links are on the course Web site; you will need Java Development Kit 1.5 or higher (marketed by Sun as the "Java SE Development Kit" or "JDK 5.0" for short; don't even ask why the names "J2SE" or "Java 2 Platform" are also used here and there).

If in doubt about anything (e.g., whether you have Java, what version you have, etc.), ask me.

4. Try out the JavaScript Scratch Page link on the course Web site: type `alert("Hello");` into the text area and click on the *Run* button to make the browser pop up a "Hello" message.

With regard to a Web browser choice, Firefox is particularly useful in this regard, with its *JavaScript Console* and *DOM Inspector* tools, as well as the availability of a free *Web Developer Plug-in*. If you don't have it, you can download it from <http://www.mozilla.com>.