Descriptive Drawing

- Pick a programing language from the list below. You are going to draw a descriptive picture that describes elements of the language.

- The purpose of this activity is to help you remember important information about the language and understand its process.

  - **C#**

  - **C++**

  - **Java**

  - **Java Applets**

Programming   Languages

Programming Languages cause events to happen

- C creates operating systems and applications
- **C++** is a superset of C responsible for
  creating larger applications

- Java is used to distribute objects over a network
  - (*Cross-Platform functional)
  - Server Side - user doesn't see
  - Client Side – user sees a Java Applet
    - (Animates Pages, Adds Functionality, Access To Multimedia)

- # = Sharp
- Created by Microsoft
- Performs the same tasks as C++ and Java

*All are object-oriented -
Individual objects on page perform separate
functions

Active Content

1st scripting language used for online content

- Steps:
  - Retrieves The Page
  - Interprets The Script
  - Performs The Functions
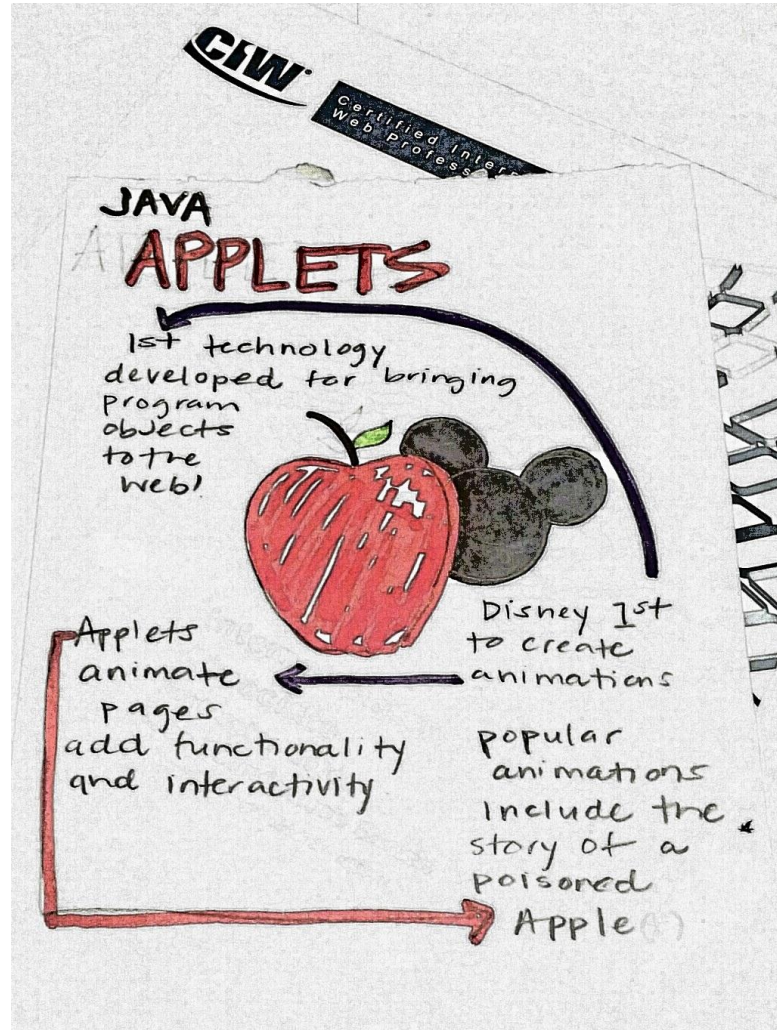- <u>JavaScript</u> *vs.* <u>Jscript</u> (?)
- - Firefox / Internet Explorer

✎ Created by Microsoft – Internet Explorer
✎ Response to Java Applets
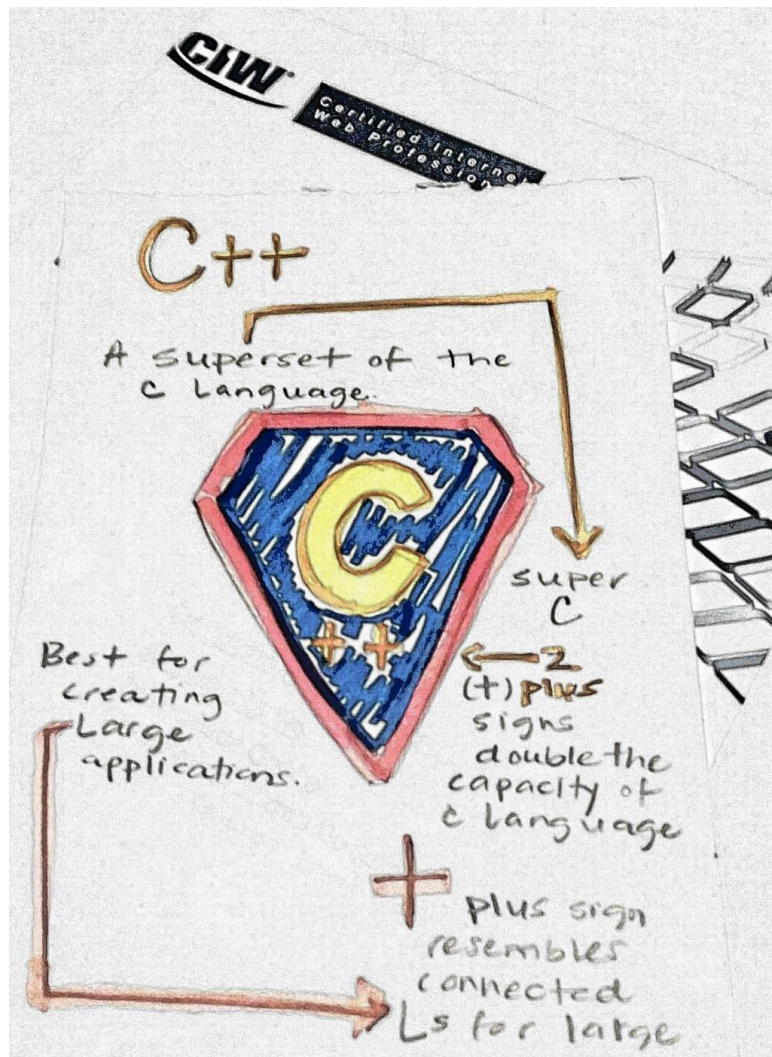✎ Web pages include animation, audio and video

- Scripting Languages are used within programming languages to react to events:
  - Page loading/unloading
  - Scrolling
  - Mouse-click
  - Typing

Descriptive Drawing Example

Descriptive Drawing Example

Descriptive Drawing Example