**Worksheet#1: BEGINNING PROGRAMMING**

Crossword Puzzle


**Clues**

***Across***

3. pane for trying out Java code.

7. <, >, ==, !=, <=, >= are \_\_\_\_\_\_\_\_\_\_\_\_\_\_ operators.

8. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ point numbers are numbers with a decimal point in them.

10. tells the compiler to change the type of the item to the specified type.

13. pane for creating programs.

15. are individual characters that can be made with one key stroke on your keyboard.

***Down***

1. a free integrated development environment for doing Java programming.

2. +, -, \*, /, and % are \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ operators.

4. an object that has a sequence of characters.

5. true or false values that are represented by the type \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

6. numbers made up of only 2 digits.

9. pane for listing of open files.

11. uses 8 bits.

12. are written to run on computers.

14. numbers without fractional parts.

**Worksheet#1: BEGINNING PROGRAMMING**

Crossword Puzzle

ANSWER KEY

***Across***

3. Interactions

7. Relational

8. Floating

10. Casting

13. Definitions

15. Characters

***Down***

1. DrJava

2. Math

4. String

5. Boolean

6. Binary

9. Files

11. Bytes

12. Programs

14. Integers