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Interaction with Chapter 1

The following is a conversation between a computer and a user who is learning the basics of computer science using BlueJ for the first time.

Computer: I want you to install BlueJ on your computer. But first, you must download and install a Java 2 Standard Edition Software Development Kit (J2SE SDK).
Human: OK, I'm downloading it.
----------Four hours later----------
Human: All right, it's finally finished installing. Now what do I do?
Computer: First, I want to explain a little bit of the theory to you. When you write a computer program, you are creating an object. An object is part of a class. For example, your cat Fluffy would be an object which is part of the class cats.
Human: Oh, so when I'm referring to a cat in general I am referring to a class, and when I'm referring to Fluffy I'm referring to an object?
Computer: That is correct. Now open the shapes project. Right click on the Circle class and choose new Circle().
Human: What's the difference between circle_1 and Circle?
Computer: Circle is a class because it starts with a capital letter, and circle_1 is an object because it starts with a lowercase letter. Now I want you to invoke methods on your circle.
Human: What does that mean?
Computer: It's the way you communicate with objects to make them do something. Right click on circle_1 and that will show you some operations, such as moveRight, moveDown, makeInvisible and makeVisible. Experiment with those.
Human: Wow, I can show and hide the circle, and I can move it!
Computer: That's right. Now invoke the moveHorizontal method. A little box will pop up because that method has a parameter that provides information on how far you want to move the circle horizontally. There are different types of parameters. In this case, the parameter is *int.*
Human: Huh?
Computer: *Int* signifies whole numbers (or integers). Another type of parameter is String, which signifies a section of text that must be enclosed within double quotes.
Human: Wow, if I play around with this a little bit more, I can make triangles and squares too! Look, if I move them around and change their sizes I can create a picture of a house and a sun!
Computer: OK, now close that project and open up the picture project.
Human: Oh, but I was having so much fun!
Computer: Well, the Picture class is programmed to make a picture just like the one you just made by hand. Hey, you want to see what this program looks like?
Human: Sure.

Computer: Now open up the pop-up menu of class Picture, and click on Open Editor. This is called the source code, and it determines the behavior and the structure of each object in this class.
Human: Neat. You mean someday I'll learn to write a code like this?
Computer: Yes, but we'll save that for later.
Human: I'm tired now. I'm going to turn you off.
Computer: Zzzzzzzzzzzz…