

Laboratory Exercise

Programming Basics

Objective:

At the end of the exercise, the students should be able to:

- Create a simple Java program.

Software Requirements:

- Latest version of NetBeans IDE
- Java Development Kit (JDK) 8

Procedure:

1. Create a folder named *LastName_FirstName* (ex. Reyes_Mark) in your local drive.
2. Create a new Java application project named **LabExer1A**. In the **Create Main Class** field, the text should be **labexer1a.LabExer1A**. Set the project location to your own folder.
3. Initialize four (4) variables based on the table below.

Data Type	Variable Name	Value
int	faveNumber	<i>Type your favorite number.</i>
String	faveCartChar	<i>Type your favorite cartoon or anime character.</i>
char	mi	<i>Type your middle initial.</i>
char (array)	nickNameArray	<i>Every index should contain each of the letters of your nickname.</i>

4. Create a code that would produce an output similar to the sample below by indicating variable names in `System.out.println()`. The statements should be written inside the main method.

```
12 is my favorite number.  
I love Doraemon!  
My name is Veronica V. Velasquez.  
You can call me Nica.
```

5. Use comments to give a short description of the parts of the program. *Note: Use // for single-line comments and /* */ for multi-line comments.*
6. Inform your instructor once you are done.

GRADING RUBRIC (100 points):

Criterion	Description	Max Points
Correctness	The code produces the expected result.	40
Logic	The code meets the specifications of the problem.	40
Efficiency	The code is concise without sacrificing correctness and logic.	10
Syntax	The code adheres to the rules of the programming language.	10