

Java Assignment 2a – GreetMe

Create a new Java project with a class called GreetMe.

Object:

Have the user enter his/her name.

Have the computer then greet the person by their name.

Upload the completed java code to Edmodo when done (in either .txt or .docx format)

Example output 1:

What is your name?

Dave

Hello Dave! How are you?

Example output 2:

What is your name?

Melissa

Hello Melissa! How are you?