## **Exercises: Basic Java Syntax**

If you get through the first four, you are in good shape. Command line args are *not* very important, so if you don't get to #5 and following, don't worry. Also, since we haven't covered objects yet, the simplest approach for now is, for each exercise, to make a new class and put all your code directly in "main".

- 1. Make a new project in Eclipse (File --> New --> Project --> Java --> Java Project, or, once you have done it once, just File --> New --> Java Project). But feel free to copy any code from the basic-syntax project, which is the source code from the lectures. Reminder: to copy code from one project to another, go to the first project, expand "default package", R-click on the Java class of interest, choose "Copy", go to the new project, R-click on the project, and choose "Paste".
  - Note: I usually close projects that are not actively being edited. That way, I can't accidentally edit a file from the wrong project. To close an open project, right-click on the project name and choose "Close Project". To open a closed project, double-click on it.
- **2.** Make a program that flips a coin 10 times, saying "heads" or "tails" each time. Recall that Math.random() returns a double between 0 and 1.
  - Reminder: to run from Eclipse: R-click, Run As, Java Application
- **3.** Create an array of 4 random numbers (each between 0 and 1). Use one-step array allocation. Loop down the array and print out the values.
- **4.** Create an array of 100 random numbers. Use two-step array allocation. After the array has been created, print out the sum of the square roots of the values.
- **5.** Make a program that prints out the number of command line arguments. ("You supplied *x* arguments.").
  - If you run it the normal way in Eclipse (R-click, Run As, Java Application), it should say 0 for the number of arguments. You can also find the folder containing your code inside C:\eclipse-work-space and open a command window in that location. Then, you can do "java NumArgs foo bar baz" to supply "foo bar baz" as the command line arguments. If your code is in a package, you need to go to the folder above it (the root of the source) and type "java packageName.NumArgs foo bar baz". You can also assign command line args within Eclipse by R-clicking, choosing Run As, selecting Run Configurations, and selecting Arguments tab. The Eclipse way is more trouble than it is worth, in my opinion.
- **6.** Make a program that prints the command line arguments in reverse order, converted to upper case. (Hint: the lecture didn't say how to turn Strings into upper case.)
- 7. Change the coin-flipping program of problem #2 to flip a coin the number of times the user specifies. You can use any of the three approaches from the lecture (command-line args, JOptionPane, Scanner). Note the required "import" statements at the top if you use JOptionPane or Scanner. See the slides for details.