

## Learning Objectives:

- understand when to use the different print statements
- create a variable and assign it a value
- use Scanner to read in user input
- print the value of a variable using printf

## Output:

```

○ ○ ○ ○ ○
○ . . . ○
○ . . . ○
○ . . . ○
○ ○ ○ ○ ○
    
```

```

Favorite athlete: Rafael Nadal
Name the country s/he is from: Spain
My favorite athlete is Rafael Nadal from Spain.
    
```

## Description:

Download the file A01.zip. Unzip it. Open the file **A01.java** in jGrasp. (right click > open with > jgrasp.exe)  
Write your name in the comment on top.

This assignment consists of 2 parts.

First you demonstrate your understanding of the different print statements by modifying a code segment. Then you read in two Strings and print a statement based on the user input.

### Ad part1:

The code segment provided includes three print statements that produce the following output:

```
x x xx ○ xx x x
```

Change the code segment so that it produces the following output:

```

○ ○ ○ ○ ○
○ . . . ○
○ . . . ○
○ . . . ○
○ ○ ○ ○ ○
    
```

#### Hint:

feel free to change the number of statements

### Ad part2:

- Prompt the user to enter the favorite athlete
- Read in the user response and assign it to a String variable named *athlete*  
**Hint:** before you can assign a value to the variable *athlete* you need to declare it
- Prompt the user to enter the athlete's country
- Read in the user response and assign it to a String variable named *country*.
- Use printf and format specifiers to print the following message:

```
My favorite athlete is athlete from country
```

where you substitute *athlete* and *country* with the athlete and country entered by the user.

**Make your output look exactly like the output displayed above.**

Make sure to read in the input next to the prompt but without touching it (use a blank to separate the prompt from the user input). Notice the punctuations (colon and period). The output should be structured by using a single empty line to separate the square displayed in part1 from the output created in part2

## Turning in:

Create a zip file called **A01.zip**. Why do I need a zip file for a single java file? Canvas adds your name when I download all the submissions but the java file name needs to remain unchanged to matches the class name. Turn it in via Canvas.