Assignment 1

Student Name: Grader Name:

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Reading Assignment: How to Program Java

- Chapter 1 – Introduction to Computers and Java

- Chapter 2 – Introduction to Java Applications

- Chapter 3 – Introduction to Classes, Objects, Methods and Strings

True or False:

1. The arithmetic operators *, /, %, + and - all have the same level of precedence.

2. Java considers the variables number and NuMbEr to be identical.

3. Variables or methods declared with access modifier `private` are accessible only to methods of the class in which they are declared.

4. Variables declared in the body of a particular method are known as instance variables and can be used in all methods of the class.

Short Questions:

1. What is the naming convention for method?

2. What is special about a `static` method?

3. Are primitive-type local variables initialized by default?

4. The primitive type double is employed to store what type of numbers?

Programming Challenge: Pseudocode is an informal language that helps develop algorithms without having to worry about the syntax of a programming language. It is especially useful for developing algorithms that will be converted to structured portions of Java programs.

1. Write pseudocode for an application that prompts the user for two (or more) integers, computes the minimum, and then reports the answer to the user.

2. Implement your application in Java.

3. Using IntelliJ IDEA, Git, and GitHub, commit your code as a project labeled `Java1` under `Students/<GitHubID>/`, where `<GitHubID>` should be replaced by your username on GitHub.