**Assignment 1 (10%)**

Purpose:

The purpose of this assignment is to help you learn the Java environment and practice I/O instructions, assignment, and simple arithmetic operators.

General Guidelines When Writing Programs:

Include the following comments at the top of your source codes // -------------------------------------------  
// Assignment (include number)  
// Question: (include question/part number, if applicable)

// Written by: (include your name and student ID)

**Part 1: MyFirstProgram**

In this part you are required to write a program (called MyFirstProgram.Java) that displays the following, the program should display the following (the name on the output must be replaced by your name; the date and time should also be updated to reflect the date and time you worked on the assignment; however this date and time are just fixed value and do not need to dynamically change to reflect the running time of the program; in other words, they just need to be hard-coded in your program.)

Welcome to My First Java Program!  
This Program was written by: David Miller.  
The assignment was done individually on Monday January 18, 2016 at 4:28:12 PM. End of Program!

Part 2: Online Music/Apps Store

An online music and apps store offers all apps for 3$ each and all songs for 7$ each. The store requires members to prepay any amount of money they wish, and then download as many apps or as many songs accordingly. You are required to write a program that would ask the user for the amount that he/she will pay, then display two messages indicating:

-  the maximum number of apps that can be downloaded, and how much funds will remain in the account after that, if any.

-  the maximum number of songs that can be downloaded, the number of apps that can be downloaded after that if funds allow, and how much funds will remain in the account after that, if any.  
Notice the parenthesis in app(s) and song(s) in the output.

For this assignment, assume that the user will always enter a valid integer value that is >= 0, and within the limit of the integer range.

Here is an example of how your program should behave (the value is entered by the user):

**How much money do you wish to prepay?**

89

With this amount, you will be able to purchase 29 app(s). You will then have 2$ left as a credit on your account.  
Alternatively, for this amount, you will be able to purchase 12 song(s) and 1 app(s). You will then have 2$ left as a credit on your account.  
Thanks for Shopping at Best Music Store!

Here is another example when the program executes:

**How much money do you wish to prepay?**

70

With this amount, you will be able to purchase 23 app(s). You will then have 1$ left as a credit on your account.  
Alternatively, for this amount, you will be able to purchase 10 song(s) and 0 app(s). You will then have 0$ left as a credit on your account.  
Thanks for Shopping at Best Music Store!

Submitting Assignment

* Submit only ONE version of an assignment. If more than one version is submitted the first one will be graded and all others will be disregarded.
* Evaluation Criteria for Assignment 1 (10 points)  
  Each of the two parts carries a load of 5 points, divided as follows:

A picture containing table

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