JAVA FUNDAMENTALS COURSE

EXERCISE

ARITHMETIC PROJECT



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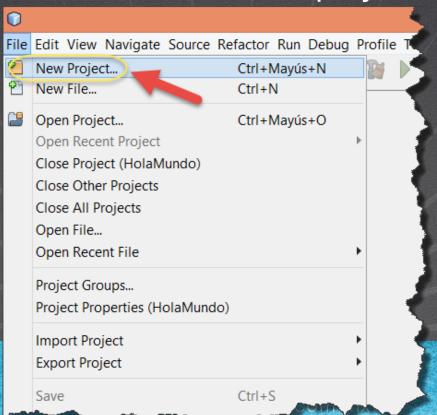
EXERCISE OBJECTIVE

Create the Arithmetic exercise. At the end we should observe the following:

```
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
                          <default config>
                                 ArithmeticTest.java × Arithmetic.java ×
                                              Source Packages
                                        package operations;
                                        public class ArithmeticTest {
          Test Packages
                                             public static void main(String args[]) {
          Test Libraries
                                                //Creamos un objeto de la clase Aritmetica
                                                Arithmetic a = new Arithmetic();
                                                //Llamamos el metodo sumar v recibimos el valor devuelto
                                                int result = a.add(5, 3);
                                  13
                                                System.out.println("Result:" + result);
                                  14
                                 Output - ArithmeticExample (run) X
                                      run:
                                      Result:8
                                      BUILD SUCCESSFUL (total time: 0 seconds)
```

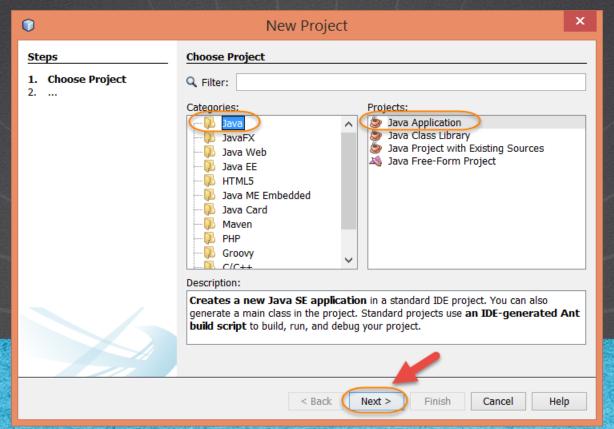
1. CREATE A NEW PROJECT

We are going to create the Arithmetic project:



1. CREATE A NEW PROJECT (CONT)

Select Java -> Java Application:



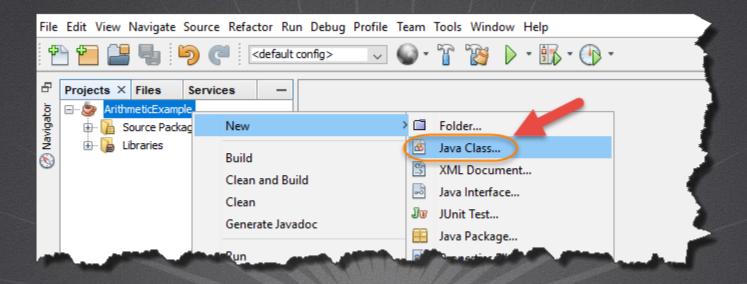
1. CREATE A NEW PROJECT (CONT)

We are going to create the Arithmetic project:

	New Java Application			×
Steps		Name and Location		
1. 2.	Choose Project Name and Location	Project Name:	ArithmeticExample	
		Project Location:	C:\Courses\JavaFundamentals\Lesson08	Browse
		Project Folder:	C:\Courses\JavaFundamentals\Lesson08\ArithmeticExample	
		Use Dedicated	d Folder for Storing Libraries	Browse
			Different users and projects can share the same compilation libraries (see Help for details).	
		Create Main C	arithmeticexample.ArithmeticExample	
			< Back Next > Finish Cancel	Help

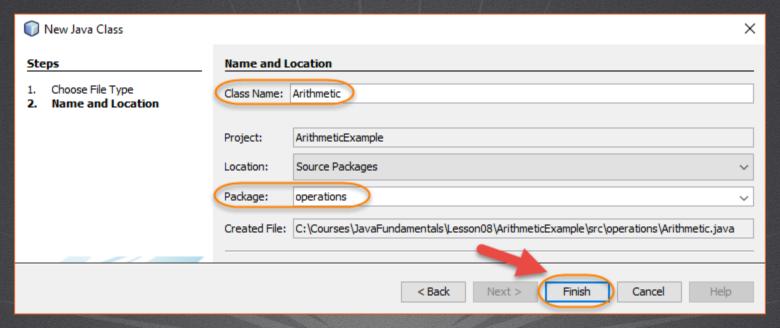
2. ARITHMETIC CLASS CREATION

We create the Arithmetic class:



2. ARITHMETIC CLASS CREATION

We create the Arithmetic class:



3. MODIFY THE CODE

Arithmetic.java:

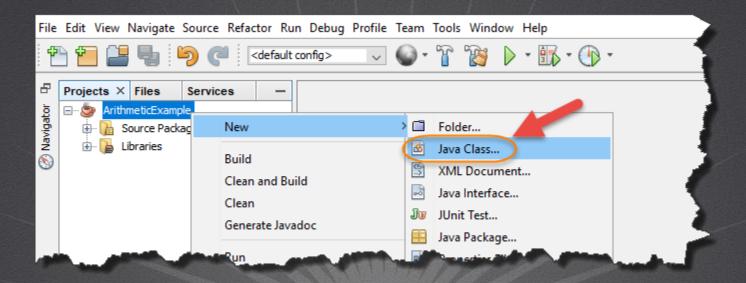
```
package operations;

public class Arithmetic {
    //add operation
    int add(int a, int b) {
       return a + b;
    }
}
```

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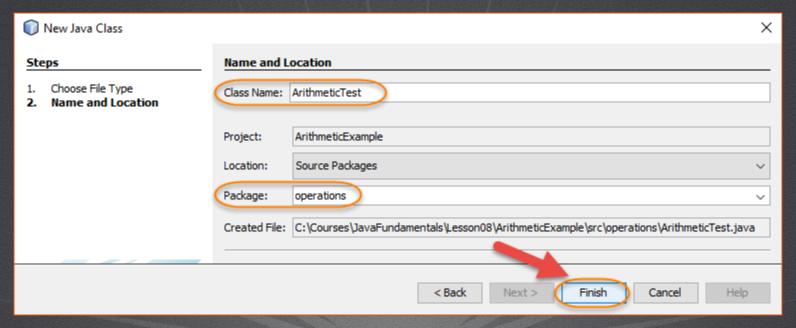
4. CREATION TEST CLASS

Create the ArithmeticTest class:



4. CREATION TEST CLASS (CONT)

Create the Arithmetic Test class:



5. MODIFY THE CODE

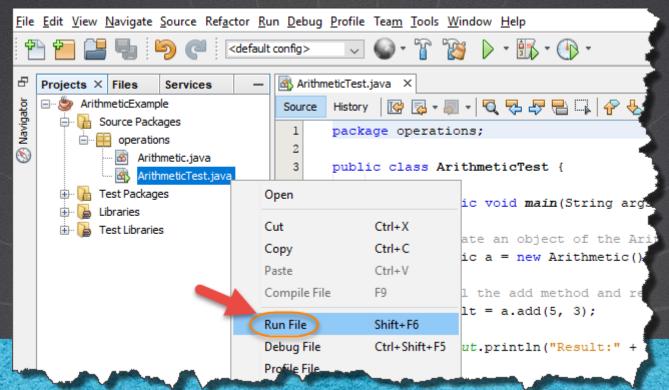
ArithmeticTest.java:

```
package operations;
public class ArithmeticTest {
     public static void main(String args[]) {
        //We create an object of the Arithmetic class
        Arithmetic a = new Arithmetic();
        //We call the add method and receive the returned value
        int result = a.add(5, 3);
        System.out.println("Result:" + result);
```

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6. EXECUTE THE PROJECT

Right click over the test class and select Run:



6. EXECUTE THE PROJECT

The result is as follows:

```
ArithmeticTest.java ×
            package operations;
      public class ArithmeticTest {
   public static void main(String args[]) {
             //We create an object of the Arithmetic class
             Arithmetic a = new Arithmetic();
 10
             //We call the add method and receive the returned value
             int result = a.add(5, 3);
             System.out.println("Result:" + result);
Output - ArithmeticExample (run)
    run:
    BUILD SUCCESSFUL (total time: 0 seconds)
```

EXERCISE CONCLUSION

- With this exercise we have put into practice the concept of methods in Java.
- As we observe a method has a name, it can receive input arguments, and it has a return value. This is a simple method but it allows us to put into practice the handling of methods, little by little we will be adding more complex methods.

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