**Unit 1 Java Fundamentals and Methods**

**Practice Problems**

1. Download the java file, Acres.java, then do the following:

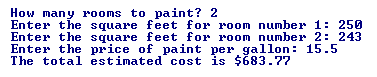
* Open the file in jGRASP.
* Save file in the directory (folder) you create for the assignment. DO NOT change the file names.
* Compile the program, and run the programs in jGRASP.
* Then introduce the errors listed for the program below, **one at a time**, in jGRASP. Try to predict what will happen before you make each change.
  + Copy any error messages that the compiler produces in jGRASP, and paste it under each of the questions. **Fix the previous error each time before you introduce a new one**.
  + If no error messages are produced, **run the program**. In the answer, type “no error”, and explain why or tell the running result.

**Questions:**

1. Change **main** to **man**
2. Remove the first quotation mark in the string in line 15
3. Remove the last quotation mark in the string in line 15
4. Chang **System** to **system** in line 15
5. Change **print** to **bogus** in line 15
6. Remove the () in line 16
7. Remove the semicolon at the end of the statement in line 18
8. Change **println** to **print** line 20
9. Remove one the symbols **+** in line 20
10. Remove the last brace in the program
11. Do Programming Challenge 6 on P106 in the textbook.
12. Do Programming Challenges 4 on P290 in the textbook.

Please download the PaintJobEstimator.java file, open it in jGRASP, and complete the program in the lab.

**Sample Input (the first 4 lines) and Output (the last line) of the program:**



**Notes:** Please use the following as a check list to check if your assignment meets all requirements.

1. Use either the Scanner or the JOptionPane to get inputs from the keyboard.
2. At least demonstrate the if-else statement once in your program, e.g., write statements to prevent a negative value as input.
3. Output for the floating points should be in the format of “#0.00”.

**Tips for programming:**

* + - 1. To avoid mismatching {}, create a right block using { } for the class and each method before you write detailed code.
      2. **Define** a method first, and then **test** it in the main() method.
      3. To be easy debugging, compile your code line by line or block by block. Don’t finish the whole program and then test it.

When you complete the practice, POST your solution in the discussion board. Remember to write your name(s) on the top your code in the line, Programmer(s).