



CYBER CHALLENGES



Challenge Set: Java Intro

First:

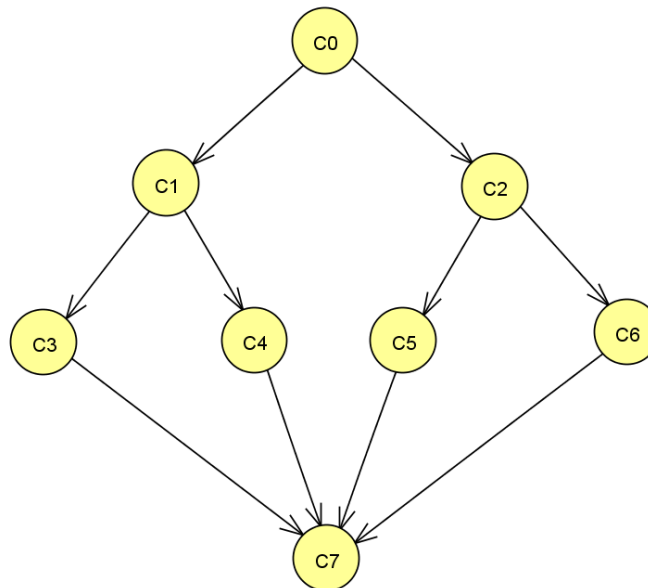
Unzip the "JavaIntro" folder and keep all files in the "JavaIntro" directory that comes from the zip folder. This directory must be next to the RegisterTeam.class file. In other words:



Make sure you extract/unzip and then delete the zip file.

Then:

You have several pdfs describing the directions for several challenges. The first challenge, "Challenge 0" is in the file "Challenge 0.pdf". Each pdf requires a password to view the contents. You will receive a password for each completed challenge (with the first password given to you at the end of this document). The passwords given will allow you to read the pdfs that describe what you have to do for the next challenge. The challenges go in the following order:



In other words, challenge 0 (i.e. C0 above) is the first initial challenge. The password you get for completing that challenge unlocks challenges 1 and 2 (i.e. same password is used for both pdf files). Challenge 1 unlocks challenges 3 and 4. Challenge 2 unlocks challenges 5 and 6. And it will take completion of challenges 3, 4, 5 and 6 (and a combination of the password pieces they give) to unlock the final challenge 7.

All code will go inside of the included "JavaIntro_Challenges.java" file. For this first challenge set, a main function along with code to test each challenge is already given. You will need to create functions in this file as described in each of the challenge pdf files.

Completing Challenges:

After writing code described by the challenge pdf, compile and run the JavaIntro_Challenges.java file. You may have to uncomment the test code for that challenge from the main function. If everything looks right and the output matches what it is supposed to, go back to the terminal and type the following:

```
java JavaIntro_Check
```

This will run the JavaIntro_Check.class file. It will ask you for the challenge number you want to check. For challenge 0, enter 0; for challenge 1, enter 1; etc. The code you wrote inside of the JavaIntro_Challenges.java file will be sent to a server to check for correctness. If everything is correct for that challenge, you will be given a password to the next challenge or challenges. If not, you will need to add more testing code into the main function to find the mistake in your code.

Note:

Any printing to the screen **must only be** in the main function. I repeat, **no** printing should be done in your challenge functions! Any printing done in these functions can (and probably will) result in a fail when you run "JavaIntro_Check", even if your code works fine otherwise.

If you don't understand any of these directions, please ask.

Let's Do This!:

Open "Challenge 0.pdf" and type in the following password: **get-hype**