# INTRO TO NETBEANS AND JAVA PROGRAMMING CSC211 LAB 01

# Lab 01 Set-Up

This lab has two files that you should download to your lab machine:

Lab01Demo.java — This is the file used by the instructor to demonstrate the NetBeans IDE and some basic debugging techniques.

**Lab01FixMe**. java — You are to fix the syntax errors in this program as described below.

If you are confused about basic aspects of NetBeans, please watch the "Introduction to NetBeans" video on the course web site. Also, the video "Cho1.3: How an Idea Becomes a Program" can help understand how Java programs built since it is a different process than the one used for Python.

## Lab 01 Part 1

#### INTRODUCTION TO NETBEANS AND DEBUGGING

For the first part of the lab, you should follow along with the instructor as a Java application built and debugged using NetBeans. The file LabOlDemo.java should be used for this part of the lab.

You are encouraged to take notes and experiment with the IDE so that you become familiar with the tools you'll be using this semester.

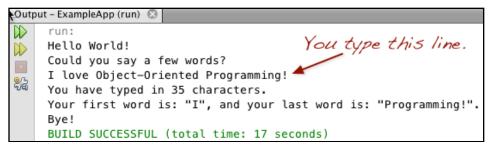
# Lab 01 Part 2

## FORMATTING AND DEBUGGING

Create a project called Lab01FixMe. As the Java source code, use the file Lab01FixMe.java.

You have two goals for this part of the lab:

1. Fix all syntax and logic errors in the program. (Chapter 4 of the textbook has information on the String class if you need it.) The output of the program should be:



- 2. Make the program easy to maintain and update. Examples of things you should do:
  - Add comments that explain what the code is doing (and why it does it).
  - Add blank lines to visually break-up the code into informal tasks
  - · Use meaningful variable names.
  - Use constants where appropriate.
  - Only declare on variable per line.
  - Initialize all variables when they are declared.