

eclipse-workspace - instance/src/instanpal/inst.java - Eclipse IDE

File Edit Source Refactor Source Navigate Search Project Run Window Help

Package Explorer ×

- abc
- animal
- ex
- instance
- instru
- instrument
- methods
- module
- name
- twoconstructor
- twomethod
- xyz

twocla.java xyzcla.java inst.java × smile.java JavaLibsProgram.java

instance src instanpal inst.java

```
1 package instanpal;
2 /*Use print statements to create your own beautiful original ASCII art. Use comments to describe what your ima
3 It's ok for your art to rely on only a single character, besides space, such as X or #. But you're encouraged
4 characters in your design, like in the cat example from class.*/
5
6 public class inst {
7     public static void main(String[] args) {
8         System.out.println("  /\_/\ ");
9         System.out.println(" ( o.o )");
10        System.out.println(" > ^ <");
11        System.out.println(" / - \\\");
12        System.out.println(" /  \\\");
13        System.out.println("|      |");
14        System.out.println("|      |");
15        System.out.println("|      |");
16    }
17 }
18
```

Task List ×

Find × All Activate...

Outline ×

- instanpal
- inst

Console ×

<terminated> inst [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (25-Jul-2024, 7:35:19 pm – 7:35:22 pm) [pid: 1420]

```
  /\_/\
 ( o.o )
  > ^ <
   / - \
  /  \
 |      |
 |      |
 |      |

```

Unexpected end of comment

Writable Smart Insert 4: 65: 350

33° Search 19:35 25-07-2024

eclipse-workspace - instru/src/instrupal/smile.java - Eclipse IDE

FileEditSourceRefactorSourceNavigateSearchProjectRunWindowHelp

Package Explorer ×

> abc  
> animal  
> ex  
> instance  
> instru  
> instrument  
> methods  
> module  
> name  
> twoconstructor  
> twomethod  
> xyz

twocla.javaxyzcla.javainst.javasmile.java ×JavaLibsProgram.java

instru ▾src ▾instrupal ▾smile ▾main(String[]) : void

1 package instrupal;  
2 /\*Use 8 print statements to recreate the smiley face above. Your art will rely on only a single character, bes  
3 The ProblemSet2\_1 project is available to help you get started. \*/  
4 public class smile {  
5 public static void main(String args[]) {  
6 System.out.println(" XXXXX ");  
7 System.out.println(" X X ");  
8 System.out.println("X 0 0 X");  
9 System.out.println("X ^ X");  
10 System.out.println(" X \\\_/ X ");  
11 System.out.println(" X X ");  
12 System.out.println(" XX ");  
13  
14  
15  
16 }  
17 }  
18  
19

Task List ×

Find ▾All ▾Activate...

Outline ×

instrupal  
▾ smile  
 main(String[]) : void

Console ×

<terminated> smile [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (25-Jul-2024, 7:32:51 pm – 7:32:54 pm) [pid: 6280]

XXXXX  
X X  
X 0 0 X  
X ^ X  
X \\_/ X  
X X X  
 XX

WritableSmart Insert7 : 5 : 332

33°  
Search  
19:32  
25-07-2024

eclipse-workspace - module/src/modulepal/JavaLibsProgram.java - Eclipse IDE

File Edit Source Refactor Source Navigate Search Project Run Window Help

Package Explorer

abc

animal

ex

instance

instru

instrument

methods

module

name

twoconstructor

twomethod

xyz

twocla.java xyzcla.java inst.java smile.java JavaLibsProgram.java

module

src

modulepal

JavaLibsProgram.java

```
1 package modulepal;
2 /*Your goal is to create a program similar to JavaLibs. Write a story where certain parts of the resulting sto
3 user's input. Prompt the user for various inputs.
4 You may accept user any number of ways, including a JOptionPane, or Scanner input from the console. However, c
5 method. Don't use multiple methods of accepting input. Similarly, if you use JOptionPane to get input, use JO
6 the resulting story. */
7 import javax.swing.JOptionPane;
8
9 public class JavaLibsProgram {
10     public static void main(String[] args) {
11         String name = JOptionPane.showInputDialog("Enter a name: ");
12         int age = Integer.parseInt(JOptionPane.showInputDialog("Enter an age: "));
13         double weight = Double.parseDouble(JOptionPane.showInputDialog("Enter a weight: "));
14
15         JOptionPane.showMessageDialog(null, "Once upon a time, there was a person named " + name + ".\n" +
16             "At the age of " + age + ", they weighed " + weight + " pounds.\n" +
17             "One day, " + name + " found a magic book and decided to learn Java programming.\n" +
18             "After studying hard, " + name + " became a skilled Java developer.\n" +
19             "The end.");
20     }
21 }
22
```

Task List

Find All Activate...

Outline

modulepal

JavaLibsProgram

Console

JavaLibsProgram [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (25-Jul-2024, 7:29:47 pm) [pid: 12056]

Unexpected end of comment

Writable Smart Insert 6 : 24 : 496

33° Search 19:30 25-07-2024

Message

Once upon a time, there was a person named sri.  
At the age of 19, they weighed 56.0 pounds.  
One day, sri found a magic book and decided to learn Java programming.  
After studying hard, sri became a skilled Java developer.  
The end.

OK