

## Assignment 1

### Task 1

#### Instructions

Create one java file named **Task1.java**. Inside of this file, create a class named **Task1**. Inside of the class **Task1**, create a main method that:

Asks the user for 2 numbers and an arithmetic operator. (3 pieces of information in total).  
Then perform the arithmetic operation. Accept 4 operators. Use if statements. Do not check for validation.

#### Sample of Program

Enter a first number: 100

Enter a second number: 200

Enter an arithmetic operator ( +, -, \*, / ) : +

Result of: 100 + 200 = 300

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Please note that you should ask for two numbers, then a symbol to avoid unexpected behavior.

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**Total: 5 marks**

### Tasks 2 & 3

#### Instructions

Create two classes named **House** and **HouseRunner**. You will be instructed below what to code in those classes.

#### *Task 2*

In the House class, create 3 instance variables with unique data types and unique accessibility levels.

Create 7 constructors for this class (including the default constructors).

**Total: 10 marks**

### *Task 3*

In the HouseRunner class, code a main method (that is, ensure the main method exists).

In the main method, instantiate the House object in 3 unique ways (using 3 of the 7 possible constructors).

Using printf(), output the values of all three instance variables of the 3 House objects. There should be 3 printf() statements and each printf() statement should output the 3 individual instance variables.

**Total: 5 marks**

### **Submission**

Submit 3 individual .java files on Blackboard: Task1.java, House.java, HouseRunner.java

The package name is up to you. To view the individual files, right-click on any .java file, select the option Open In, then choose the options Explorer (if you're on Windows) or Finder (if you're on Mac)