Ada Lovelace

The exercise template has the following boilerplate code:

```java
public class AdaLovelace {
    public static void main(String[] args) {
        // Write your program here


    }
}
```

The line "// Write your program here" is a *line comment*, and the computer will ignore it when executing the program. Add a new line below the line comment that prints the string "Ada Lovelace" and run the program. The output of the program should be:

Sample output

Ada Lovelace

The exercise template comes with the following template:

```java
public class OnceUponATime {
    public static void main(String[] args) {
        // Write your program here

    }
}
```

Modify the program so that it will print the following text. Use three `System.out.println`-commands for printing.

Sample output

Once upon a time
there was
a program

Message

Write a program that asks the user to write a string. When the user has provided a string (i.e., written some text and pressed the enter key), the program should print the string that was provided by the user.

The exercise template comes with a program template that includes the creation of a Scanner tool.

```java
import java.util.Scanner;

public class Message {

    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        System.out.println("Write a message: ");
        // Write your program here
    }
}
```

Example output for when the user writes "Bye".

Sample output

```
Write a message:
Bye
Bye
```

Example output for when the user writes "Once upon a time...".

Sample output

```
Write a message:
Once upon a time...
Once upon a time...
```

Programming exercise:
Greeting

Write a program that prompts the user for their name with the message "What's your name?". When the user has written their name, the program has to print "Hi " followed by the user's name.

The exercise template already includes the code that creates the `Scanner` tool.

```java
import java.util.Scanner;

public class Greeting {

    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        // Write your program here
    }
}
```

Example output when user gives the name Ada.

Sample output

> What's your name?
> Ada
> Hi Ada

Example output when user gives the name Lily.

Sample output

> What's your name?
> Lily
> Hi Lily

NB! The example output might align wrong on narrow displays. If you're using only a limited portion of the browser window, or your display is otherwise very narrow, try to stretch the display horizontally to see if the text aligns differently. The exercise expects the text to align as it does on wider displays.

Write a program that asks the user for a character's name and their job. The program then prints a short story.

The output must be as shown below — note, the name and job depend on the user's input.

Sample output

```
I will tell you a story, but I need some information first.
What is the main character called?
Bob
What is their job?
a builder
Here is the story:
Once upon a time there was Bob, who was a builder.
On the way to work, Bob reflected on life.
Perhaps Bob will not be a builder forever.
```

The exercise template already includes the code that creates the `Scanner` tool.

```java
import java.util.Scanner;

public class Story {

    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        // Write your program here
    }
}
```

Here's another example output:

I will tell you a story, but I need some information first.

What is the main character called?

Ada

What is their job?

a Data scientist

Here is the story:

Once upon a time there was Ada, who was a Data scientist.

On the way to work, Ada reflected on life.

Perhaps Ada will not be a Data scientist forever.