A01 – Getting Started   CSIS-1400

Learning Objectives:

- understand when to use the different print statements
- create a variable and assign it a value
- use Scanner to read in user input
- print the value of a variable using printf

Output:

```
 @..@
 (----)
( >__< )
^^ ~~ ^^


US state: New Mexico
Capital: Santa Fe
The capital of New Mexico is Santa Fe
```

Description:

Download the file A01.zip. Unzip it. Open the file **A01.java** in jGrasp. (right click > open with > jgrasp.exe)
Write your name in the comment on top.

This assignment consists of 2 parts.
First you demonstrate your understanding of the different print statements by modifying a code segment.
Then you read in two Strings and print a statement based on the user input.

Ad part1:

The code segment provided includes three print statements that produce the following output:

x x xx o xx x x

Change the code segment so that it produces the following output:

```
 @..@
 (----)
( >__< )
^^ ~~ ^^
```

Hint:
feel free to change the number of statements

Ad part2:

- Prompt the user to enter a state
- Read in the user response and assign it to a String variable named *state*
  Hint: before you can assign a value to the variable *state* it needs to be declared
- Prompt the user to enter the name of the capital
- Read in the user response and assign it to a String variable named capital.
- Use printf and format specifiers to print the following message:

  The capital of *state* is *capital*

  where you substitute *state* and *capital* with the state and capital entered by the user.

Make your output look exactly like the output displayed above.
Make sure to read in the input next to the prompt but without touching it (use a blank to separate the prompt from the user input). The output should use a single empty line to separate the frog displayed in part1 from the output created in part2.

Turning in:

Create a zip file called **A01.zip**. Why do I need a zip file for a single java file? Canvas adds your name when I download all the submissions but the java file name needs to remain unchanged to matches the class name. Turn it in via Canvas.