

Assignment 00: Type and Run

Performance Measures (Primary learning objective(s) in bold)

1. **Demonstrate that you can follow instructions**
2. **Demonstrate that you can use the JDK and a text editor (install and configure the JDK and editor if you are using your own computer – or use the campus lab computers)**
3. **Demonstrate that you can create Java source code**
4. **Demonstrate that you can compile and run a Java program**
5. **Demonstrate that you can correctly submit an assignment**

Description (Requirements)

Create a Java program using the provided code. Your program will consist of three Java classes: `Player.java`, `GuessGame.java` and `GameLauncher.java`.

Type the code as it appears in the handouts. **NOTE: do NOT type the line numbers – they are on the handout for your convenience only – they are NOT part of the code!** Be sure you put your name and an appropriate version number, correctly using the javadoc comment, in your source code files. Replace my name and date with your name and the date you created/completed the assignment.

Compile your three Java source code files.

Run the program.

Create a **text file** containing a sample of the output from running the program (copy and paste). Name the file `Output00.txt`

Create a **text file** with the “Standard Questions” (see below) with your answers. Name the file `StandardQuestions00.txt`

Create a **zip file** containing `Player.java`, `GuessGame.java`, `GameLauncher.java`, `Output00.txt`, and `StandardQuestions00.txt`. **Name the file with your name, e.g. SueJones00.zip**

Standard Questions

- A. How much time did you spend on this assignment?
- B. What difficulties did you experience?
- C. What were the results of running your test cases/program? Run the program enough times to see that it works correctly – more about testing in subsequent assignments.

Submit - Use the “Assignments Drop Box” in Blackboard - do NOT submit via email

Submit ALL files in one zip file consisting of:

1. The answers to the “Standard Questions” (`StandardQuestions00.txt`)
2. A sample of the output from running your program (`Output00.txt`)
3. Your properly documented three **source** code files (`Player.java`, `GuessGame.java` and `GameLauncher.java`) – **do not** submit the byte code files (i.e. `.class` files)