

# ECEN 489: Assignment 1

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**Student Name:**

Grader Name:

**Student UIN:**

Grader UIN:

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**Reading Assignment:** How to Program Java, 9th edition

- Chapter 1 – Introduction to Computers and Java
- Chapter 2 – Introduction to Java Applications
- Chapter 3 – Introduction to Classes, Objects, Methods and Strings

**True or False:**

1. The arithmetic operators `*`, `/`, `%`, `+` and `-` all have the same level of precedence.
2. Java considers the variables `number` and `NUMbEr` to be identical.
3. Variables or methods declared with access modifier `private` are accessible only to methods of the class in which they are declared.
4. Variables declared in the body of a particular method are known as instance variables and can be used in all methods of the class.

**Short Questions:**

1. What is the naming convention for method?
2. What is special about a `static` method?
3. Are primitive-type local variables initialized by default?
4. The primitive type `double` is employed to store what type of numbers?

**Programming Challenge:** Pseudocode is an informal language that helps develop algorithms without having to worry about the syntax of a programming language. It is especially useful for developing algorithms that will be converted to structured portions of Java programs.

1. Write pseudocode for an application that displays a sum (e.g.,  $3 + 5$ ), prompt the user for an answer, and then reports whether the submitted answer is correct.
2. Implement your application in Java.
3. Using Eclipse and Git, commit your code as a project labeled `Java1`.