Assignment 1: Creating and Running Programs

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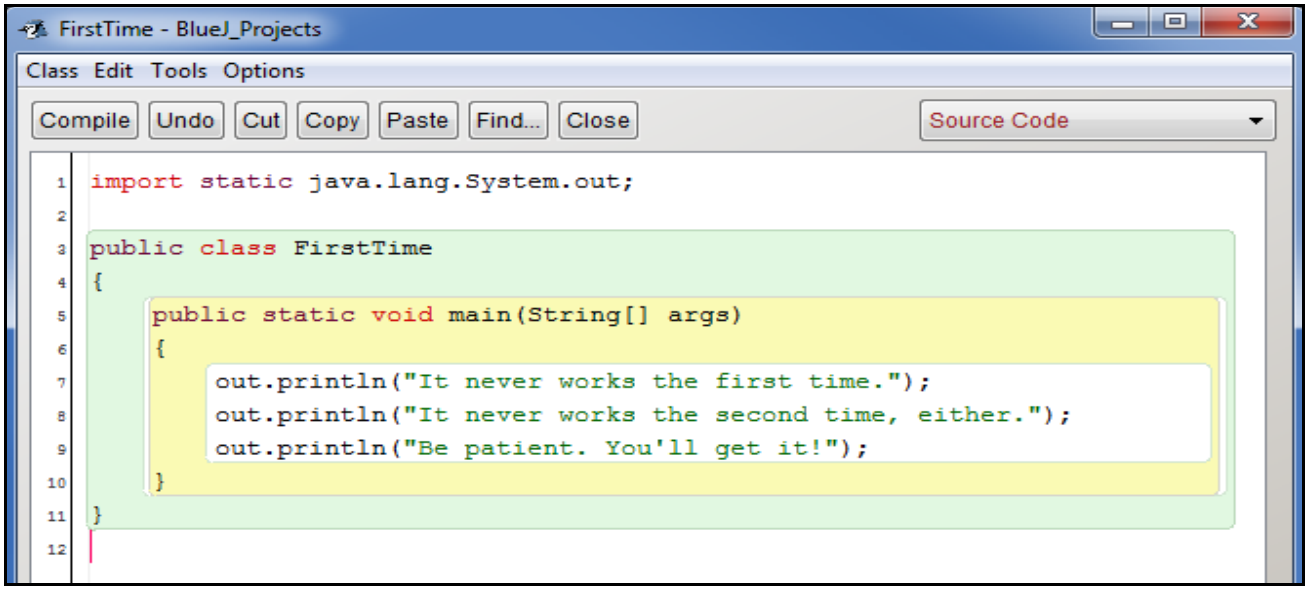
Program 1: FirstTime

This one is short and sweet to help you get your first success. Type carefully though! Name your class: **FirstTime**

```
import static java.lang.System.out;

public class FirstTime
{
    public static void main(String[] args)
    {
        out.println("It never works the first time.");
        out.println("It never works the second time, either.");
        out.println("Be patient. You'll get it!");
    }
}
```

When you're done, BlueJ's editor window should look like this:

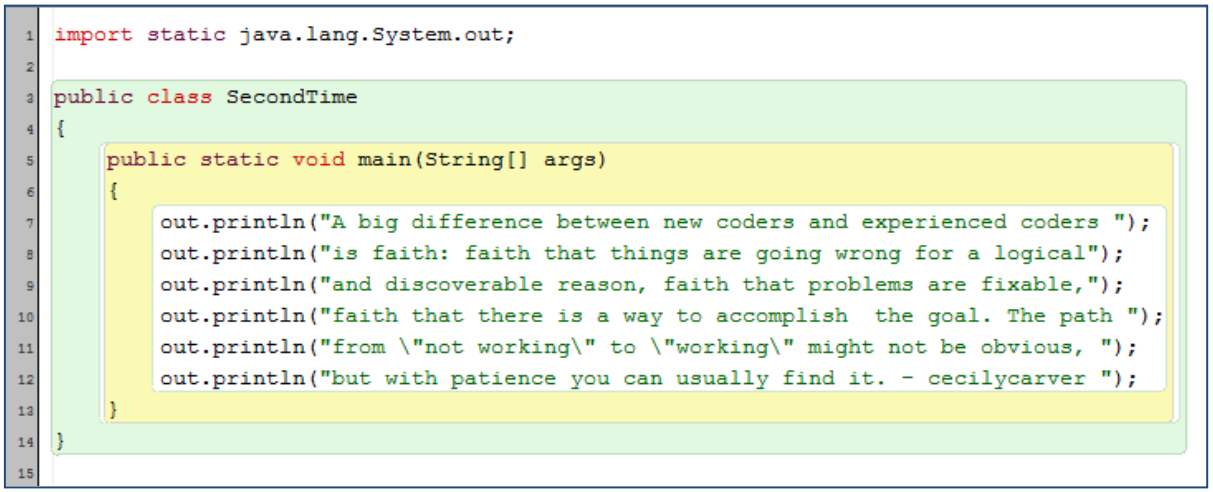


Program 2: SecondTime

Name your class: **SecondTime**

Quote is from https://medium.com/@cecilycarver/things-i-wish-someone-had-told-me-when-i-was-learning-how-to-code-565fc9dcb329

```
import static java.lang.System.out;

public class SecondTime
{
    public static void main(String[] args)
    {
        out.println("A big difference between new coders and experienced coders ");
        out.println("is faith: faith that things are going wrong for a logical");
        out.println("and discoverable reason, faith that problems are fixable,");
        out.println("faith that there is a way to accomplish the goal. The path ");
        out.println("from \"not working\" to \"working\" might not be obvious, ");
        out.println("but with patience you can usually find it. – cecilycarver ");
    }
}
```



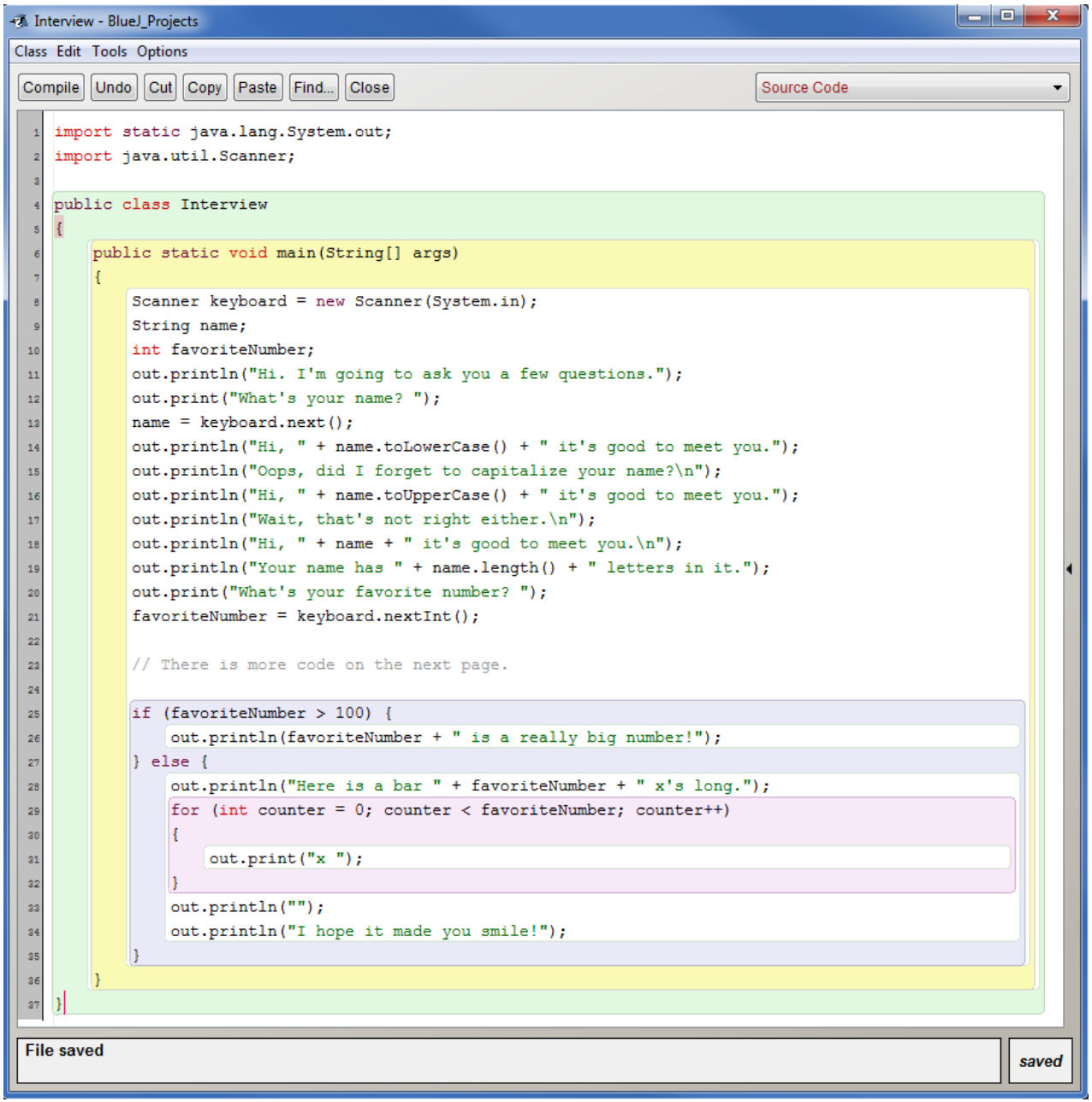
Program 3: Interview

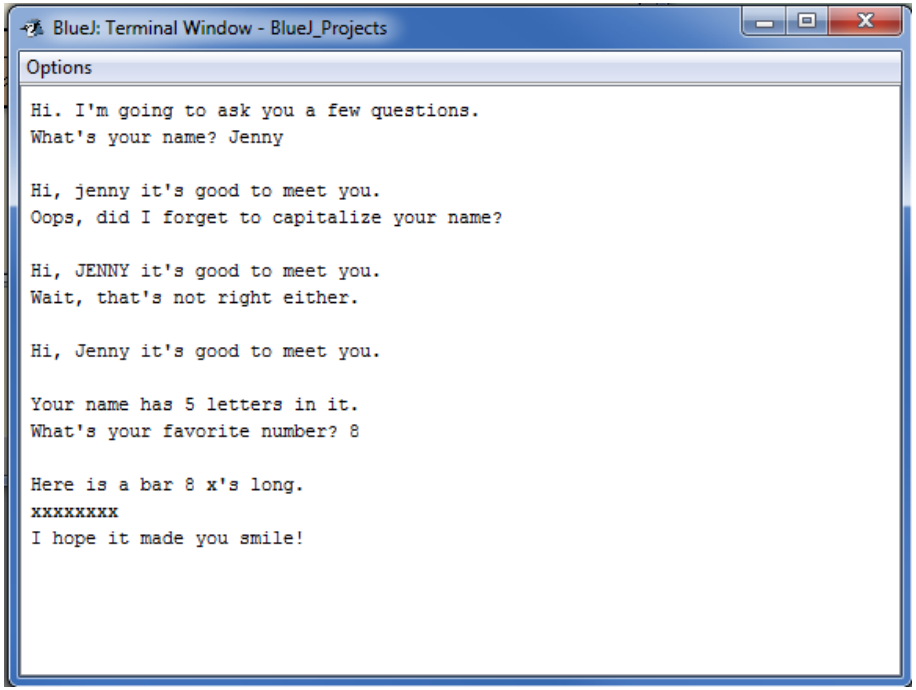
Name your class: **Interview**

```
import static java.lang.System.out;
import java.util.Scanner;

public class Interview
{
    public static void main(String[] args)
    {
        Scanner keyboard = new Scanner(System.in);
        String name;
        int favoriteNumber;
        out.println("Hi. I'm going to ask you a few questions.");
        out.print("What's your name? ");
        name = keyboard.next();

        out.println("Hi, " + name.toLowerCase() + " it's good to meet you.");
        out.println("Oops, did I forget to capitalize your name?\n");
        out.println("Hi, " + name.toUpperCase() + " it's good to meet you.");
        out.println("Wait, that's not right either.\n");
        out.println("Hi, " + name + " it's good to meet you.\n");
        out.println("Your name has " + name.length() + " letters in it.");


        // There is more code on the next page.
```

```
        out.print("What's your favorite number? ");
        favoriteNumber = keyboard.nextInt();
        if (favoriteNumber > 100) {
            out.println(favoriteNumber + " is a really big number!");
        } else {
            out.println("Here is a bar " + favoriteNumber + " x's long.");
            for (int counter = 0; counter < favoriteNumber; counter++)
            {
                out.print("x");
            }
            out.println("");
            out.println("I hope it made you smile!");
        }
    }
}
```

See next pages for color-highlighted view and for a sample run of the program.





Try Experimenting! Answer These Questions

When it asks your favorite number…

a. What happens if you put in 1? _____

b. What happens if you put in 5? _____

c. What happens if you put in 200? _____

d. What happens if you put in Wacky? _____

e. What happens if you put in -3 ? _____

f. What happens if you put in 0.5 ? _____

Explore For Fun

Blank Program Template

When you want to try writing your own code, here is an empty program template.

```
import static java.lang.System.out;

public class NameThisAnythingYouWant
{
    public static void main(String[] args)
    {
        // ------ Your code goes below this line. -------









        // ------ Your code goes above this line. -------
    }
}
```