

Assignment 1: Creating and Running Programs

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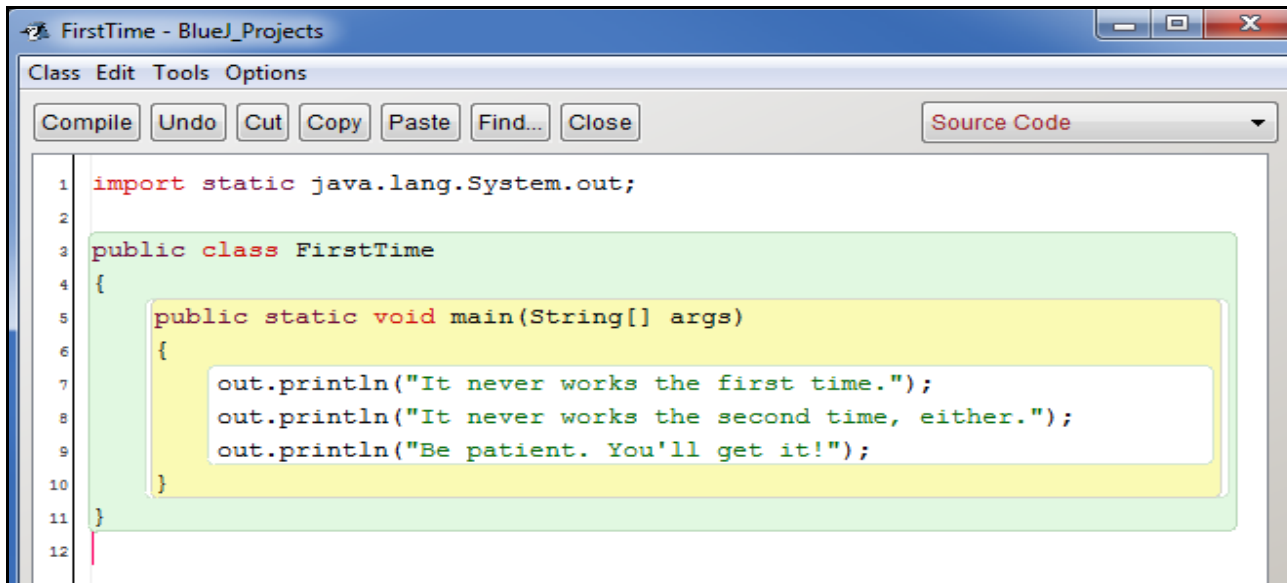
Program 1: FirstTime

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 ");
    }
}
```

```
1 import static java.lang.System.out;
2
3 public class SecondTime
4 {
5     public static void main(String[] args)
6     {
7         out.println("A big difference between new coders and experienced coders ");
8         out.println("is faith: faith that things are going wrong for a logical");
9         out.println("and discoverable reason, faith that problems are fixable,");
10        out.println("faith that there is a way to accomplish the goal. The path ");
11        out.println("from \"not working\" to \"working\" might not be obvious, ");
12        out.println("but with patience you can usually find it. - cecilycarver ");
13    }
14 }
15
```

Program 3: Interview

Name your class: **Interview**

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

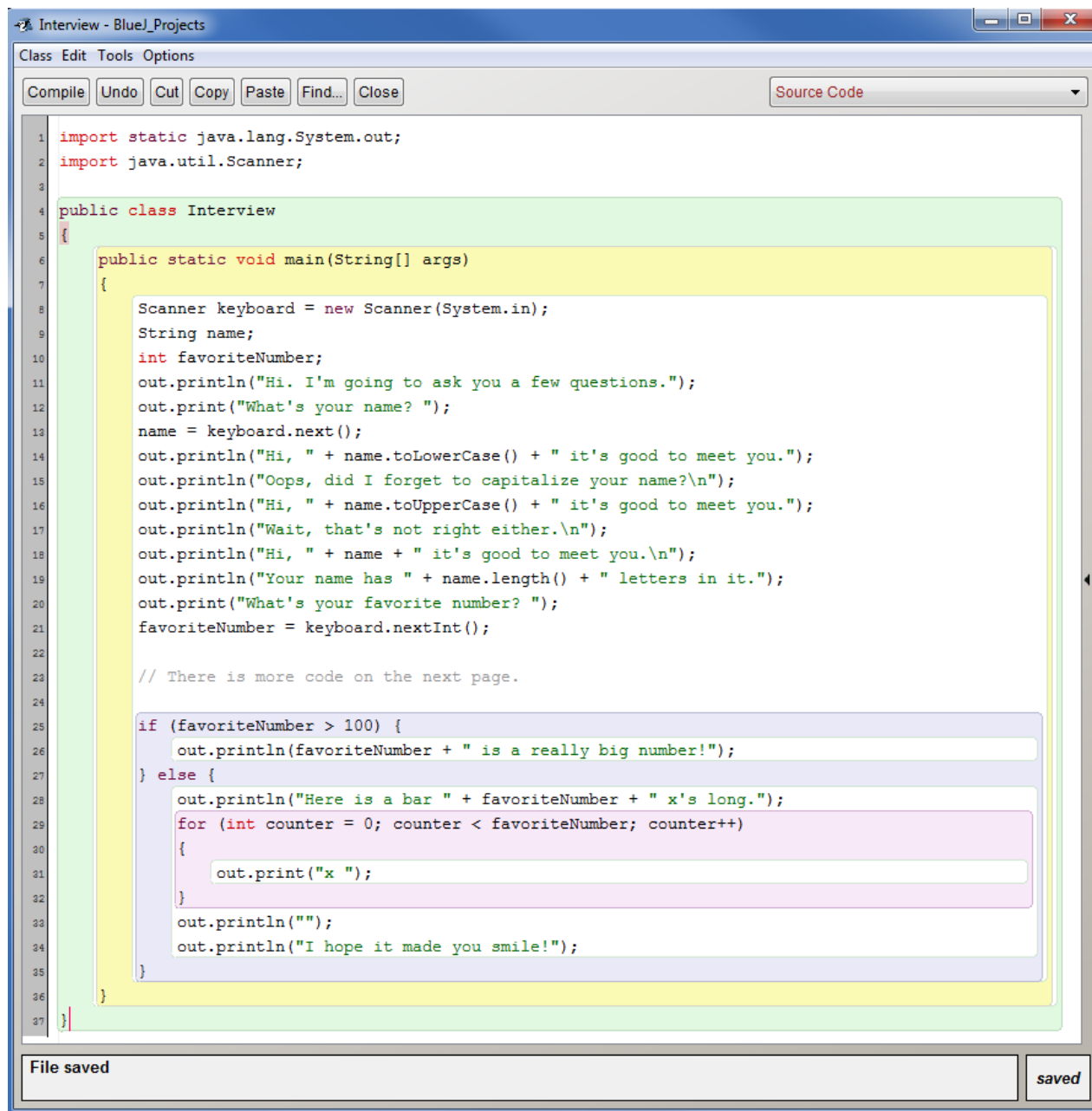
public class Interview
{
    public static void main(String[] args)
    {
        Scanner keyboard = new Scanner(System.in);
        String name;
        int favoriteNumber;
        out.println("Hi. I'm going to ask you a few questions.");
        out.print("What's your name? ");
        name = keyboard.next();

        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!");
}
}
```

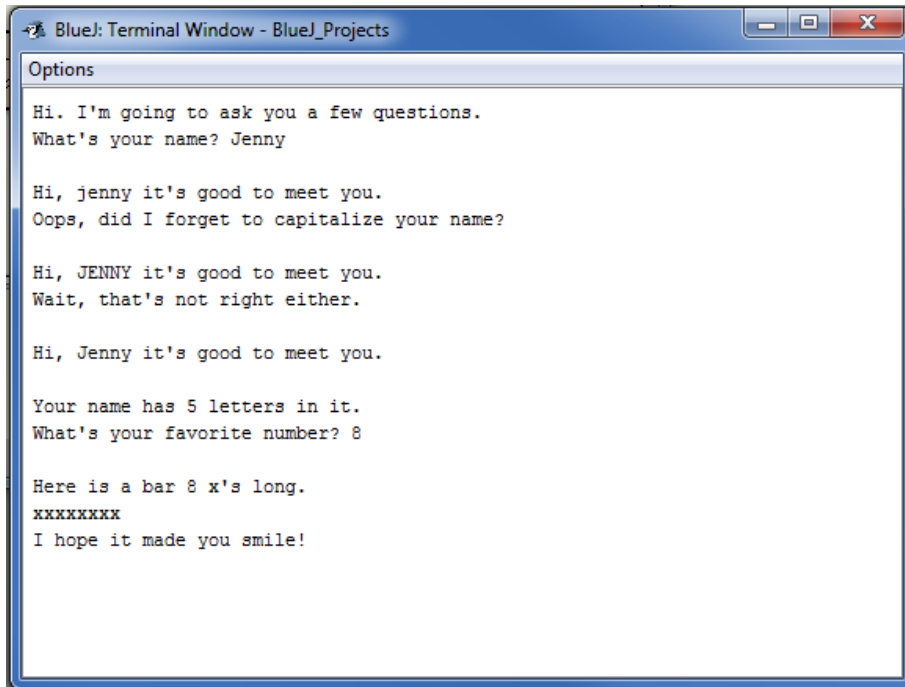
See next pages for color-highlighted view and for a sample run of the program.



```
1 import static java.lang.System.out;
2 import java.util.Scanner;
3
4 public class Interview
5 {
6     public static void main(String[] args)
7     {
8         Scanner keyboard = new Scanner(System.in);
9         String name;
10        int favoriteNumber;
11        out.println("Hi. I'm going to ask you a few questions.");
12        out.print("What's your name? ");
13        name = keyboard.next();
14        out.println("Hi, " + name.toLowerCase() + " it's good to meet you.");
15        out.println("Oops, did I forget to capitalize your name?\n");
16        out.println("Hi, " + name.toUpperCase() + " it's good to meet you.");
17        out.println("Wait, that's not right either.\n");
18        out.println("Hi, " + name + " it's good to meet you.\n");
19        out.println("Your name has " + name.length() + " letters in it.");
20        out.print("What's your favorite number? ");
21        favoriteNumber = keyboard.nextInt();
22
23        // There is more code on the next page.
24
25        if (favoriteNumber > 100) {
26            out.println(favoriteNumber + " is a really big number!");
27        } else {
28            out.println("Here is a bar " + favoriteNumber + " x's long.");
29            for (int counter = 0; counter < favoriteNumber; counter++)
30            {
31                out.print("x ");
32            }
33            out.println("");
34            out.println("I hope it made you smile!");
35        }
36    }
37 }
```

File saved

saved



```
BlueJ: Terminal Window - BlueJ_Projects
Options
Hi. I'm going to ask you a few questions.
What's your name? Jenny

Hi, jenny it's good to meet you.
Oops, did I forget to capitalize your name?

Hi, JENNY it's good to meet you.
Wait, that's not right either.

Hi, Jenny it's good to meet you.

Your name has 5 letters in it.
What's your favorite number? 8

Here is a bar 8 x's long.
xxxxxxxx
I hope it made you smile!
```

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. -----
    }
}
```