



Now that you have BlueJ installed, it's time for your first assignment.

Assignment Learning Goals

Assignment: Type in provided programs carefully and make them run.

Why Copying Practice?

1. Recognize code patterns and details
2. Practice fixing mistakes
3. Build memory
4. Preview upcoming code topics



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The first assignment requires you to type some programs into BlueJ, compile and run them, and answer a few questions about what they do.

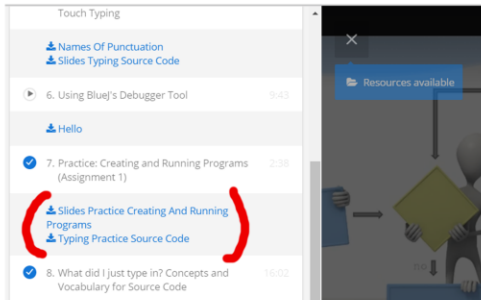
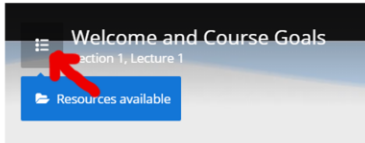
What can you learn from typing these in? Why not copy and paste?

By typing the code in, you will start to recognize common patterns and details in how code is put together. You will see error messages and learn how to fix them, while you still have fully complete code to compare them to. Mistakes are fine! They're a valuable part of this exercise. Typing in the code builds valuable skills in visual recognition, pattern expectations, and problem solving. Compared to copy and paste, typing also helps your memory.

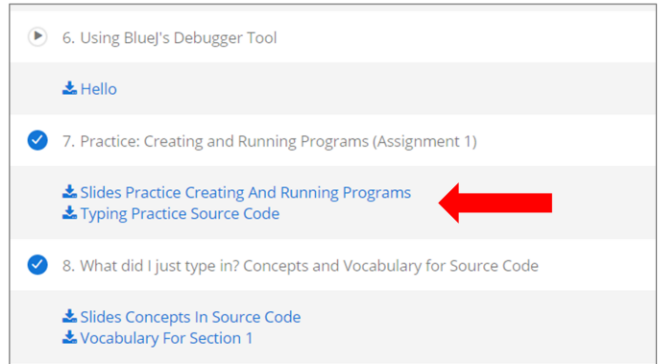
This assignment will also gives you a sneak peek of the coding topics we'll cover in the coming lectures, to stir your curiosity.

Download and Print the Assignment

From a video, use left menu.



From Course Dashboard, just scroll.



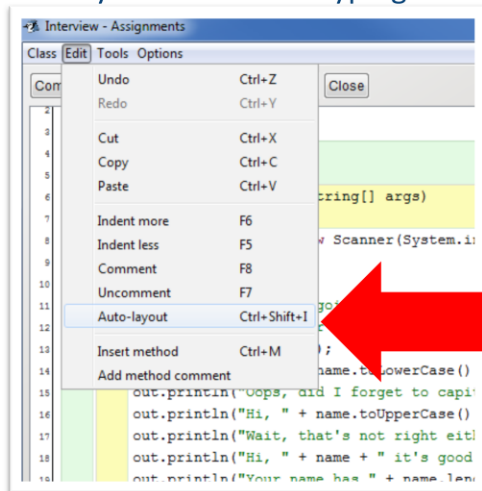
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If you haven't already, download the assignment from the lecture resources area of the Udemy website, and print it out.

Auto-Layout

After you are finished typing in code, click Edit menu > Auto-Layout in BlueJ.



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After you finish typing in the assigned programs, use Blue's automatic layout feature to improve your spacing and indents. Go to BlueJ's Edit menu, then to Auto-layout, and click it. It will move your source code around to make sure everything lines up properly. If you're having trouble finding a missing curly brace or other syntax error, sometimes the auto-layout can help you see it better.

You can re-run auto-layout at any time as you work.

Actions

1. Download and print the assignment
2. Type in the programs.
3. Compile and run the programs, fixing any errors.
4. Answer the questions about each one.



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So here are the actions you need to take to complete the assignment.

Download it and look at it, or print it out.

Type in the source code for each of the programs.

Make sure each one compiles and runs without errors.

Answer the questions in the packet about each program.

Optionally, you can use the empty program template at the end to play with your own experiments. That's entirely your choice; it's not really part of the assignment.

Remember and Reflect

Write in your journal.

Why is retyping the code better for learning than copy and paste is?

Look at the programs you'll be typing in. How long, in minutes or hours, do you think it will take you to type them in?

Write down your guess.



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So grab your journal and answer these questions.

Why is retyping the code better for learning than copy and paste is?

Look at the programs in the assignment. How long, in minutes or hours, do you think it will take you to type them in? Write down your guess. It's okay if it's odd. Just write it down. Make a guess.

Be patient with yourself if this assignment turns out to be harder than it looks. Ask a friend for help if you get stuck, or come talk with us in the Udemy discussion area. Happy coding!