Practice Assignment: W02_09-07_0

CISC 3120 Section ER6

Design and Implementation of Software Applications I

Work in team and answer the following questions *concisely*.

```java
package BeerSong;

public class BeerSong {
    public static void main (String[] args) {
        int beerNum = 99;
        String word = "bottles";

        while (beerNum > 0 ) {
            if (beerNum ==1) {
                word = "bottle";
            }

            System.out.println(beerNum + " " + word + " of beer on the wall");
            System.out.println(beerNum + " " + word + " of beer.");
            System.out.println("Take one down.");
            System.out.println("Pass it around.") ;
            beerNum --;

            if (beerNum > 0) {
                System.out.println(beerNum + " " + word + " of beer on the wall");
            } else {
                System.out.println("No more bottles of beer on the wall.");
            } // end else
        } // end while loop
    } // end main method
} // end class
```

1. What goes in a Java source code file? what goes in a Java class, and what goes in a method? Illustrate these using the simplest Java program you can think of.

2. What is the entry of a Java program? Write down its signature, and annotate each component. You may annotate the answer in your answer for the question above or use the provided source code.

3. What data types does BeerSong.java use?

4. What identfiers does BeerSong.java use?

5. Given one example of a simple statement and a compound statement in BeerSong.java?

6. What *selection* (branching) structure does BeerSong.java use?

7. What *iteration* (looping) structures does BeerSong.java use?

8. Is there any comment in BeerSong.java? How different is it to write comments in Java from in C++?

9. Does BeerSong.java use any Java build-in classes (Java libraries)?

10. About the coding style, how does the author of BeerSong.java name the variables and use spaces in the program?