

1. **(10 points) Chapter 1: Self-check problems #2, #3, #6, #8, #9, #12, #18, #19, #23 and #26.**

*If you use 3<sup>rd</sup> edition: Self-check problems #2, #3, #6, #8, #9, #12, #18, #19, #23 and #26.*

For your benefit, I suggest you complete all of the self-check problems on your own. However, I will just collect the answers to the above ten problems.

- a. NO NEED to copy original questions, just put down the question number and the answer.
- b. Name the file as "**LastnameFirstname1.docx**" (or ".pdf", where "Lastname" is your last name, and "Firstname" is your first name), submit it online.

2. **(30 points) Chapter 1: Exercise 11 -- "Two Rockets"**

*If you use 3<sup>rd</sup> edition: Chapter 1: Exercise 11*

- a. Download the attached "Chapter1Ex11.java" file.
- b. Modify it so that the code outputs the exact figure as specified in the problem. **Use static methods to show structure and eliminate redundancy.** See **Chapter 1 Lecture Notes slide #48-59** for example.
- c. Follow the development strategy described in **Chapter 1 Lecture Notes slide # 60**. Make sure you play the slide show. **You may not use any Java constructs beyond Chapter 1.**
- d. Remember, your program will be graded both on "external correctness" (whether your program compiles and produces exactly the expected outputs), and "internal design and style" (whether your source code follows the style guide).
- e. Submit the final "**Chapter1Ex11.java**" file (**DO NOT change the file name**) online.