COP-2210 – Lab 1

Objective

Students will be able to understand and master the structure of Java programs and the process to create them by developing programs that address various problems.

Guidelines

- The assignment is to be completed in pairs.
- Questions are based on content discussed in the Lecture and book readings.
- NetBeans is the IDE of choice.
- Students are expected to attend each lab session and actively participate in the lab activities.
- Lab should be completed and submitted by the end of the lab time. Extra time would be considered on a case by case analysis and last day to submit would be Friday.
- To submit, upload your lab solutions to the dropbox in Canvas.
- Make sure you include the information of the developers as a comment in the first lines of each program of the lab:

Student Name: _____ Student Name: _____
Panther ID: _____ Panther ID: _____
Week: _____
Section: _____

Lab Questions

The lab involves completing a number of questions from the Chapter 1 of our textbook.

1) **E1.1** Write a program that prints a greeting of your choice, perhaps in a language other than English.

2) **E1.3** Write a program that prints the product of the first ten positive integers, 1 × 2 × … × 10. (Use * to indicate multiplication in Java.)

3) **E1.6** Write a program that prints your name in large letters, such as

4) **E1.15** Type in and run the following program. Then modify it to show the message “Hello, your name!”.

```
import javax.swing.JOptionPane;
public class DialogViewer
{
   public static void main(String[] args)
   {
      JOptionPane.showMessageDialog(null, "Hello, World!");
   }
}
```

Grading Rubric

Lab grade is 10 points (out of 1000 total course points). Question weights are as follows:

Question	Points
1	2 pts
2	3 pts
3	3 pts
4	2 pts

Answers will be graded based on correctness, completion, and organization.