** 0. Dry Run**

# Program Name: DryRun.ja va Input File: dryrun.dat

Write a program that reads a list of items from the input file and outputs a message for each.

# Input

The first line contains an integer n that indicates how many items are in the input file. The next n lines contain a single word. Each word represents an item that you like.

# Output

For each item in the input, output a line stating, “I like <item>.”. For example, if the item were cabbage, the program would output the line, “I like cabbage.”

# Example Input File

4

Dulles

contests

judges

everything

# Example Output to Screen

I like Dulles.

I like contests.

I like judges.

I like everything.

**Reading from a data file using the Scanner class**

***Required Imports:***

import java.io.\*;

import java.util. \*;

***When you don't know how many data sets there are:***

public class YourClassName {

public static void main(String[] args) throws lOException {

Scanner scanner = new Scanner(new File("data.dat"));

while (scanner.hasNextLine()) {

String line = scanner.nextLineO;

//Your logic here

}

}

}

***When you do know how many data sets there are:***

public class YourClassName {

public static void main(String[] args) throws lOException {

Scanner scanner = new Scanner(new File("data.dat"));

int num = scanner.nextln();

scanner.nextLin();

for(int n = 0; n < num; n++){

//Input stuff here

//Your logic here

}

}

}

The import statements should be in all of your programs that involve reading from a file, as they allow you to create File and Scanner objects. A Scanner to read from a File can be instantiated by passing it a File object, which itself can be instantiated by passing the name of the file as a String.

When using File IO, ensure that your files are in the same place you are running your Java file - in most cases, this should be the same place as your Java files.

***You cannot receive help on how to read from a file or other tasks during the competition, so ask if you are not sure during the dry run and setup period!***

**5th Annual**

**Dulles Programming Contest**

**March 23rd, 2019**

Hands-On Team Information

Connecting to PC2

**Wi-Fi:**

Connect to one of the Wi-Fi networks corresponding to your team number (***Teams 1-60 [Slow/Fast] for teams 1-60 and Teams 61-120 [Slow/Fast] for teams 61-120***). No Wi-Fi password is required.

If you cannot connect to the Wi-Fi, please contact technical support.

**Website and PC2:**

**Website address: 192.168.1.254**

In your contest materials, you should have a slip of paper containing your team credentials. These credentials are your login for both the website and PC2.

Upon logging in, make sure you click “Edit Team Info” and fill in the appropriate information. Afterwards, PC2 can be downloaded as a .zip file from the “Downloads” page of the website.

Extract the .zip file. Open the newly extracted folder, and go to the bin/folder, and run pc2team.bat (or just pc2team if you run Linux or Mac).

You will submit your problems for both the Dryrun and the actual contest through PC2, so ask for help if you don't know how to use PC2 or if you're having issues (like pc2 not running - also a common issue).

Written scores will be made available on the website after they are graded.

**Schedule:**

|  |  |
| --- | --- |
| 7:30 AM – 9:00 AM | Set-up and Registration/ PC2 and Networking Help, pizza order |
| 9:00 AM – 10:00 AM | UIL-style Written Exam |
| 10:00 AM – 10:45 AM | Introductory Remarks and Practice Problems |
| 11:00 AM – 1:00 PM | UIL-style Programming Contest |
| 1:00 PM – 1:30 PM | Appeals and Clean-up |
| 2:00 PM (earlier if possible) | Awards Ceremony |