Assignment Details

The references below apply to the "Course Notes". See link on our D2L homepage.

1. "Part II -- Program Structure" -- "Chapter 3 -- Methods and Variables"

The real Java fun begins here. This may be the most important chapter in the course.

Work through the examples to learn about programming syntax, context, variables, and methods.

No submit required

2. Complete Problems:

In the above-mentioned Chapter 3, complete the "Problems" (located at the bottom of the main "Chapter 3" page.

There are two parts to the assignment. In the first part you will create three java files, in the second part, you will write a README.TXT file.

Submit Instructions

- The submit should consist of three JAVA files and one README.TXT file.
- When you are done, and ready to submit put your four JAVA files directly into a directory named **"Assignment 3" (no sub-directories)**
- You may **yes** have extra files in the directory like CLASS, BAT, SH, etc files.
- You may be working in a different directory tree. Before submitting, simply copy the files from your directory tree to the **"Assignment 3"** directory.
- Copy the "Assignment 3" directory into your ZIP file
- An improper submit makes grading much more difficult and could receive up to -5 points
- Name your ZIP file per these instructions in the course notes here:
  "General Guidance -- Course Instructions -- ZIP File for Submit"
- Submit your ZIP file

Possible Points

Submit Schedule	Points	Note
If Submitted By Due Date	100	Due Date is given in D2L
If Submitted By **Late** Due Date	70	Late Due Date is given in D2L (typically one week after due date)
If Submitted **after** "Late Due Date"	0	

- Please submit in nice format (as explained in assignment). This simply means proper zip/dir/file names (this simplifies for grader). If incorrect: -5.