Programming Assignment 1

Getting Started

1. Learn about the course organization and policies by reading the materials posted on Blackboard. Familiarize yourself with the structure of the course page and the related linked pages. Make sure you understand the course and departmental academic honesty guidelines regarding the homework.

2. Familiarize yourself with the textbook: examine the overall structure of the chapters and find self-test questions and their answers.

3. Read Section 1.1 (required) and as much as you can from Sections 1.2 and 1.4 of the textbook, complete self-test exercises in section 1.1.

Always ask me in class if something in the reading assignment or in the lecture is unclear. Any relevant questions you ask or answer contribute to the learning experience of the entire class and are rewarded by an increased class participation score.

Note: unless stated otherwise, always complete your reading assignment before starting to work on the programming part. In this course, assignments play an extremely important role. The programming projects are designed to help you master the concepts introduced in the lectures and reinforced by the reading assignment. They are fairly straightforward once you have a thorough understanding of those concepts including the relevant Java syntax. Our class meetings and office hours are your opportunity to get your questions answered.

As the data from the previous semester shows, the success in completing the programming assignment on time and overall performance in the course depend critically on how early students start working on the entire assignment and how they approach the process of completing it. For most people, starting early and working for a couple of hours each day works better than starting one or two days before the deadline and spending many continuous hours on it. There will be more on this as we move along in the course.

Also, make sure you read the entire project description before attempting a solution as the description might contain useful suggestions, hints and grading information.

Programming Assignment

This week's programming assignment consists of the following tasks

1. Installing Eclipse on your laptop - this part is due on the beginning of the first class meeting.
2. A very simple programming project **About** designed to give you some initial experience with Eclipse and Java programming.

Installing Java and Eclipse

Follow the directions of the handout on downloading and installing Eclipse, posted within the first week of the course schedule.

Eclipse requires a Java Runtime Engine (JRE), which is typically present on all Bentley student computers. In the unlikely case that you don't have any version of JRE installed, you can download it from this website.
http://www.oracle.com/technetwork/java/javase/downloads/index.html

Programming Project

About: *simple output* worth 5 points

Create a simple Java program that uses output methods to print out some information about you. The message must be displayed on more than one line and include

- Information on your major,
- Your programming experience, and
- What you expect to get out of this course. Feel free to provide any additional information you find appropriate.

The handout on using Eclipse should guide you through the process of creating a project, editing, compiling and running your Java application. You will learn how to create and run a Java program during our class meeting.

Note: When you're done, test your program and always check it against the requirements specified in the project description. When you conclude that it satisfies all requirements as specified above - submit it electronically by following the appropriate submit link from the Assignments page. The instructions for electronic submission will be presented in class and are posted on the same web page.

Projects are due at the end of the day of the deadline specified in the schedule.

(produced on January 23, 2013 by Tamara Babaian)