# JAVA PROGRAMMING PRACTICE EXERCISES 1

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| **Exercise 1** | Write a program that prints a greeting of your choice. |

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| **Exercise 2** | Write a program that prints the sum of the first ten positive integers, 1 + 2 + … + 10. |

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

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| **Exercise 4** | Write a program that prints the balance of an account after the first, second, and third year. The account has an initial balance of £1,000 and earns 5 percent interest per year. |

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| **Exercise 5** | Write a program that displays your name inside a box on the screen, like this:  Dave  Do your best to approximate lines with characters such as | - +. |

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| **Exercise 6** | Write a program that prints your name in large letters, such as: |

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| **Exercise 7** | Write a program that prints a face similar to (but different from) the following: |

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| **Exercise 8** | Write a program that prints a house that looks exactly like the following: |

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| **Exercise 9** | Write a program that prints an animal speaking a greeting, similar to (but different from) the following: |

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| **Exercise 10** | Write a program that prints three items, such as the names of your three best friends or favourite movies, on three separate lines. |

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| **Exercise 11** | Type in and run the following program:  **import javax.swing.JOptionPane;**  **public class DialogViewer**  **{**  **public static void main(String[] args)**  **{**  **JOptionPane.showMessageDialog(null, "Hello, World!");**  **}**  **}**  Then modify the program to show the message “Hello, your name!”. |

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| **Exercise 12** | Type in and run the following program:  **import javax.swing.JOptionPane;**  **public class DialogViewer**  **{**  **public static void main(String[] args)**  **{**  **String name = JOptionPane.showInputDialog("What is your name?");**  **System.out.println(name);**  **}**  **}**  Then modify the program to print “Hello, name!”, displaying the name that the user typed in. |

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| **Exercise 13** | Type in and run the following program:  **import java.net.URL;**  **import javax.swing.ImageIcon;**  **import javax.swing.JOptionPane;**  **public class Test**  **{**  **public static void main(String[] args) throws Exception**  **{**  **URL imageLocation = new URL(**  **"http://horstmann.com/java4everyone**  **/duke.gif");**  **JOptionPane.showMessageDialog(null, "Hello", "Title",**  **JOptionPane.PLAIN\_MESSAGE, new ImageIcon(imageLocation));**  **}**  **}**  Then modify it to show a different greeting and image. |

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| **Exercise 14** | To speak more than one language is a valuable skill in the labour market today. One of the basic skills is learning to greet people.  Write a program that prints a two-column list with the greeting phrases shown in the following table. In the first column, print the phrase in English: in the second column, print the phrase in a language of your choice.  **List of Phrases to Translate**  Good morning.  It is a pleasure to meet you.  Please call me tomorrow.  Have a nice day! |