Tutorial 1
Getting Started

Objectives

- Familiarise yourself with the NetBeans environment and practice some jove programming skills
- Solve a compile error

Tasks

1. Set-up your Java folder

- Create a folder on your home drive (H:) that you will use it for all your DSA Labs/Exercises
- Create a sub-folder called Week1
- Copy/ Create the **hello** NetBeans project into the Week1 folder.

Example:
```
class Hello {

    public static void main (String args[] )

     {

            System.out.println("Hello World");

     }

}
```

2. Solve a compile error

A) Add the following code to your program and compile it. You will get an error message which you should read to solve the error, fix the code and recompile.

```
int newInt ;

newInt = newInt + 1;

myInt =myInt + 1;
```

B) Create a new project in NetBeans called **VarScope** and include the below code in the main() method.

Identify lines that would not compile. Debug them and make the program to run.

```java
public static void main(String args[])
    {
        int x=12, y=5;
        System.out.println("Initially x is "+x+" and y is "+y);
        for (int i=2; i<5; i=i+3)
            System.out.println("for loop x is "+(x+1)+"and y is "+(y-1));


        System.out.println("i is "+i);
        System.out.println("After for x is "+x+" and y is "+y);
        if (x>0)
         {
            int x = 33;
            String aWord= "Hello";
            y++;
            System.out.println("if block x is "+x+" and y is "+y+"\n");
         } //if
    }
```

3. Write a simple GUI program.

Write a program in NetBeans that prompts the user with a Graphical Interface that allows him to enter his/her name and replies with a hello message including the user's name.

Compile and run your program.