## **Git Setup**

- 1. Follow this video tutorial (https://www.youtube.com/watch?v=t2-l3WvWvqg) to download Git and setup on Windows.
- 2. Check that git is set up by typing "git" into the command prompt. You should see a bunch of git commands and manual on how to use them. What you **don't** want to see is:

```
'git' is not a recognized blah blah...
```

## **Escape Sequences**

For each problem below, use a single string in Java to print each of the exactly following.

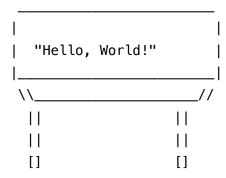
1. file path

```
"C:\\APCSA\\"Unit 2: Classes and Objects"\\2.6_String_objects.md"
```

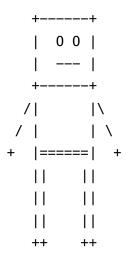
2. simple house

3. cat face

4. computer



5. minecraft character



## **String Representation of Objects**

1. Pyramid class

```
class Pyramid {
     int height;

     // define necessary methods
}

public class PyramidTest {
     Pyramid myPyramid = new Pyramid(6);
     System.out.println(myPyramid); // this should print:
}
```

Expected output:

```
"\
""\
"""\
"""\
""""\
""""\
```

Implement the necessary methods in the Pyramid class to make the expected output. Do not change the code in PyramidTest. Only implement necessary methods in the Pyramid class.

**Hint:** use a for loop, and escape sequences.

Player name: "Steve"

Hint: use \n to add a newline without ending the string.

2. In your Minecraft Player class, implement a method so that when you print a Player object, you get the character you created in earlier question as output, along with the name. For example,

```
public class Main {
        public static void main(String args[]) {
                Player steve = new Player("Steve");
                System.out.println(steve); // prints out:
        }
}
      0 0 |
          | \rangle
  /|
 / |
+ |=====| +
   Ш
         \Pi
   Ш
         Ш
   \Pi
         \Pi
   ++
```

Make sure you get this exact output, other than the name inside the double quotes.