

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

```
 /\_/\
( o.o )
> ^ <
```

4. computer

```

|_____|
|  "Hello, World!"  |
|_____|
\\_____//
||           ||
||           ||
[]           []

```

5. minecraft character

```

+-----+
|  0 0  |
|  ---  |
+-----+
/|       |\
/ |       | \
+ |=====| +
  ||       ||
  ||       ||
  ||       ||
++        ++

```

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.

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  |
|  ---  |
+-----+
/|      |\
/|      |\
+ |=====| +
  ||      ||
  ||      ||
  ||      ||
++      ++

```

Player name: "Steve"

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