```
Joel Edwards
Course: Java Programming 1
Homework 1
April 7, 2011
```

A.3)

## Source:

```
HelloWorld.java:
class HelloWorld {
    static public void main(String args[]) {
        System.out.println("Hello " + args[0]);
    }
}
```

## **Output:**

```
X
                                                            urxvt
csu:master:joel@
                                    :~/csu/java1$ ls
course_info hwla hwlb hw2a hw2b state
                                   i:~/csu/java1$ cd hw1a
i:~/csu/java1/hw1a$ ls
csu:master:joel@s
csu:master:joel@
AppletScreenshot.png HelloWorldApplet.java makefile
Hello.html HelloWorld.java
                              HelloWorld.java
(etti:~/csu/java1/hw1a$ make
csu:master:joel@scaglietti:"/csu/java1/hw1a$ make
javac -g -Xlint HelloWorldApplet.java
HelloWorldApplet.java;4: warning: [serial] serializable class HelloWorldApplet h
as no definition of serialVersionUID
public class HelloWorldApplet
1 warning
javac -g -Xlint HelloWorld₊java
csu:master:joel@scaglietti:"/csu/java1/hw1a$ java HelloWorld
Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: 0
at HelloWorld.main(HelloWorld.java:3)
                                 ti:~/csu/java1/hw1a$ java HelloWorld औel
csu:master:joel@s
Hello Joel
                           glietti:~/csu/java1/hw1a$ java HelloWorld Alex
csu:master:joel@sca
Hello Alex
csu;master:joel@scaglietti;~/csu/java1/hw1a$ java HelloWorld Mary
Hello Mary
csu:master:joel@scaglietti:~/csu/java1/hw1a$
```

## A.4)

## Source:

```
Hello.html:
<html>
    <head>
        <title>A Simple Program</title>
        <meta http-equiv="pragma" content="no-cache" />
    </head>
    <body>
        Here is the output of my program:
        <applet code="HelloWorldApplet.class" width="150"</pre>
height="175">
        </applet>
    </body>
</html>
<u>HelloWorldApplet.java:</u>
import java.applet.Applet;
import java.awt.Graphics;
public class HelloWorldApplet
    extends Applet
{
    public void paint(Graphics g) {
        g.drawString("Hello World!",
                                       50, 25);
        g.drawString("Good bye World!", 50, 50);
}
```

**Output:** 



Hello World!

Good bye World

Here is the output of my program: