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IT 2249

Unit Two Assignment One

**Developmental Approach**

The approach I took with the development process was meant for simplicity and readability. Initially I thought a loop would be an easy way of obtaining the information along with an array to store the data, but that seemed to be over complicating matters – especially since arrays have not been covered yet. No, in the end I chose to assign the Scanner class to a defined variable user\_input. I chose to use one Scanner to reduce code repetition and resource consumption – even though this particular program was not resource intensive. I then made three different variables that collected and stored the users input when they were asked. This was an easier answer than the array, and one that was probably better looking in the end. Once the user input was received all three times then the next section assigns a variable sum to the sum of all the user input. I did the same with the product – assigning it to the product of all the user input. These were then printed to the user and ending the program. I did have a question on reusing the Scanner, but after some research and testing I concluded that for this program it did not matter whether it was one scanner, or three. The constructs came down to:

* The Scanner: Scanner user\_input = new Scanner(System.in);
* The three user inputs: int first\_entry, second\_entry, and third\_entry all of which had the nextInt() method attached.

These constructs essentially made the program work and without them none of the arithmetic would have worked.

**Screenshot**

**U2A1 I/O Program
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