**Unit 1 Test - IPO**

Hello my students. Lmao, sup? Okay, so. At the end of Unit 1 Part 3, we had a Unit Test that including a coding part as an assignment to go along with it. Aside from this coding part, we also had an example of code with errors in it, and we had to try to spot all the errors, we also had to explain the Input > Processing > Output process, and define any 3 of 9 or so terms from the Think Java textbook that we took in previous notes. I’m simply telling you this for your own knowledge so you’re aware of the expectations, however I think the assignment was a good idea. Small problem tho… I don’t have the rubric. We had a physical copy. Soooo, here’s my own vaguely typed up explanation of the task, please try not to use previous programs or notes:

You will need to create a program that will greet a player and ask for their name. As well as this, you will also want the program to count up from a starting number by another number, and display the next five results. These numbers should be given to you by the user.

So for example, if the user enters 7 and 4, the program would output:

11

15

19

23

27

Please make the program as user-friendly as possible. As well, your code behind the scenes should look neat and organized, with comments explaining your work wherever necessary/possible. It should be spaced and organized well enough that any programmer could look at it and understand what’s happening at every step of the way.

Good luck!

- Kelvin :)