ITSE 2321 – OBJECT-ORIENTED PROGRAMMING JAVA
Program 2 – Introduction to Java Applications

A county collects property taxes on the assessed value of property, which is 60 percent of its actual value. For example, if a house is valued at $158,000.00 its assessed value is $94,800. This is the amount the homeowner pays tax on. If the tax rate is $2.64 for each $100.00 of assessed value, the annual property tax for this house would be $2502.72.

Write a program, in a file named **Program2.java**, that asks the user for the actual value of a piece of property and the current tax rate for each $100.00 of assessed value. The program should then calculate and display how much annual property tax the homeowner will be charged for his or her property. The program should also display the Property Value, the Assessed Value, and the Tax Rate. **Display all monetary values to two decimal places.**

The output should include the following:

```
The Actual Value is:
The Assessed Value is:
The Tax Rate is:
The Property Tax is:
```

Compile your program and correct all syntax errors and warnings. **You will not receive credit for the program if it does not compile successfully.**

Don't forget to include lines 1 through 35 **(line 21 must reflect your controlling/main class)** and the **developerInfo method and comments of Program1-Template.java**. **You will not get full credit if some of the lines are missing.**

Run your program **three times** with the data below and save the outputs as one text file named, **Program2-output.txt**.

Property Value:	**Tax Rate**
$300,000.00	2.62
$440,000.00	2.15
$650,000.00	3.12

Create a folder named, **<YourLastNameFirstName>_Program2.** Copy your source code and the output file to the folder. Zip the folder, as a **".zip"** file, and upload it to Blackboard.

Before you upload your program to Blackboard:

- Ensure that your code conforms to the style expectations set out in class and briefly discussed below.
- Make sure your variable names and methods are descriptive and follow standard capitalization conventions.

- Put comments wherever necessary. Comments at the top of each module should include your name, file name, and a description of the module. Comments at the beginning of methods describe what the method does, what the parameters are, and what the return value is. See the **Program1-Template.java** for more details.

- *Program readability and elegance are as important as correctness.* After you have written your method, read and re-read it to eliminate any redundant lines of code, and to make sure variables and methods names are intuitive and relevant.

Read the assignment very carefully to ensure that you have followed all instructions and satisfied all requirements. **You will not get full credit for this program if it is not written as instructed even if it works as expected**.