CS272 Lab Assignment #1.

Due: Thursday, 2/1 by 11:30pm

Note: Please feel free to submit the assignment earlier. The assignment will be considered submitted when we get both, electronic and paper submissions. What to submit is explained below.

Part 0: Read Chapter 1 of the textbook.

Part 1: Do all the steps in Eclipse Tutorial that is posted on Canvas course page. It is also available here. If you already know Eclipse then you may start with Step 7 in the tutorial to answer the question for this part. There is one question in the tutorial. The question is "What time is displayed in the Output window?" (after you changed the value of totalMilliseconds). You need to answer it and submit your answer on paper with the rest of the assignment.

Part 2: Do all the steps and answer all the questions in the Basics of Debugging exercises. You will need files PascalTriangle.java and PascalTriangleTester.java.

Part 3: Use Eclipse to write a Java program that does the following.

1. Prompts the user to enter a positive integer N, reads the integer (N) entered by the user.
2. Uses a loop to print N lines. On each line, prints its number (1 to N) and a word ("Blue" or "Berry" or "Blueberry", depending on whether the number is divisible by 2, 3, or 6). Note that a number divisible by 6 will also be divisible by 2 and 3. In this case, only "Blueberry" should be printed.
3. Your program should also compute how many times each of the three words ("Blue," "Berry," and "Blueberry") was printed and output the total numbers for each of the words at the end.

Sample dialog with the user may look like the following (user input is in **green**):

```
Please enter positive integer N: 6

1
2 Blue
3 Berry
4 Blue
5
6 Blueberry

Blue is printed 2 time(s).
Berry is printed 1 time(s).
Blueberry is printed 1 time(s).
```

What to submit:

- Answers to Part 1 and Part 2 on paper. You may bring it to class or put it under my office door if I am not in my office when you bring it.
- Submit your corrected PascalTriangle.java (*.java file) electronically on Canvas.
- Submit your code (*.java file) for Part 3 electronically on Canvas.