

Lab 1 (September 11 or September 12)

Instructions: Complete the steps below. Be sure to show your code to one of the lab TAs before you leave, so that you can receive credit for this lab. You must also upload a copy of all your source code (.java) files to the link on Blackboard by 11:59 PM on Tuesday, September 12.

1. (Optional) If you have not already installed Java and Eclipse (or Netbeans, or another IDE) on your laptop and wish to do so, ask the TAs for assistance with this.
2. Create a new project in Eclipse (or your Java IDE of choice) that contains a class named `ChangeMaker`. Copy (or re-type) the `ChangeMaker` program from the accompanying slides (the code you want is on slide 66) and test your program to make sure that it compiles and executes without error.

Grading Guidelines: This lab is graded on a scale of 0-3 points, assigned as follows:

0 points: Student is absent or does not appear to have completed any work for the lab

1 point: Student has entered the `ChangeMaker` program, but it does not compile or run at all due to errors.

2 points: Student has entered the `ChangeMaker` program and it compiles without error, but it does not produce the correct output.

3 points: Student has entered the `ChangeMaker` program and it compiles and runs correctly, without any errors.