**CIS 162 Lab 1**

**ASCII Art**

**Objectives**

After completing this lab, you should be able to:

* *start* BlueJ
* *create* a project and class
* *compile* and *invoke* a main method
* *describe* how pair programming works

**Lab Activity #1**

1. Login to your GVSU account
2. Create a new Folder called CIS 162 Labs
3. Open the Applications--> CIS Folder.
4. Start BlueJ
5. Create a new Project called “Lab 1” and save it in the folder created above
6. Create a new Class called “Test” and **delete** all of the provided code.
7. Copy and paste the following code into the class

public class Test{

public static void main(String args[]){

System.out.println("Go Lakers!");

}

}

1. Compile & Run

**Partner Name #1 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Partner Name #2 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Lab Activity #2**

Introduce the following errors, one at a time, to the program from Activity #1. Record any errors messages that the compiler produces. Fix the previous error each time before introducing the next error. If no error messages are produced, explain why. Try to predict what will happen before you make each change.

1 - Change Test to test

2 - Change Lakers to lakers

3 - Remove the first quotation mark in the string

4 - Remove the second quotation mark in the string

5 - Change main to man

6 - Change println to bogus

7 - Remove the semicolon at the end of the println statement

8 - Remove the last brace in the program

**Lab Activity #3**

1. Create a new Class called “Art”. Refer to Section 1.4 and <http://www.asciiworld.com> for ideas about your artistic masterpiece.
2. Edit the top comment section to describe the class and add both of your names as authors.
3. Remove the two automatically generated methods.
4. Copy and paste the following method into the class

public static void main(String [] args){

System.out.println("your art goes here");

}

1. To check, compile the class and invoke the main method by right clicking on the class icon
2. Use several print statements to create your own art piece.
3. Compile the class and invoke the main method by right clicking on the class icon

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This is an example of ascii art

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**Important note:** To print a backslash (\) or a double quote in java you have to use an escape character.

Escape characters (also called escape sequences or escape codes) in general are used to signal an alternative interpretation of a series of characters. In Java, a character preceded by a backslash (\) is an escape sequence and has special meaning to the java compiler.

Examples:

To print a backslash (\) you need to use two backslashes - System.out.println("\\");

To print a double quote (") you need to use a backslash before the double quote - System.out.println("\"");

**Lab Activity #4**

Quit BlueJ and log out of your account. Repeat Activity #3, creating a new art piece, with the second partner’s account.

**Grading Criteria**

This lab is worth a possible 10 points.

* Show your instructor or lab assistant the program that displays your art piece.
* Turn in page 2 with Activity #2 and your names.