# Assignment 2: The Apsu

## Objectives

* Write, compile, and execute programs in Java.
* Read input from the keyboard.
* Print output to the screen.
* Use the import fix utility in NetBeans to import the Scanner library without having to type in the right code.
* Convert units of measurements from a real unit to a fictional unit.

## Motivation

The "apsu" is a unit of measurement for measuring large tracks of land. Unfortunately it's a unit that varies from student to student. For every student it will be different. It's always the last five digits of your A-number in square feet. (Just go with it. I'm experimenting with my assignments.)

For example, my A-number is "A00123456". Therefore, 1 apsu is equal 23,456 square feet. If you have leading zero, such as "A0010234", then 1 apus is equal to 1,234 square feet. For you, it will be different.

## Instructions

Have your program do the following.

1. Take out any comments that say "TODO".
2. Greet the user with your name and what this program accomplishes.
   * For example, "Welcome to Dr. Church's square feet to apsu conversion software."
3. Display to the screen what 1 apsu is equal to in square feet.
4. Prompt the user for a length of a plot of land in feet.
5. Prompt the user for the width of a plot of land in feet.
6. Display for the user the square feet of the size of the plot. Make sure that you clearly print the units!
7. Display for the user the size of the plot in apsus. Round down to the nearest integer.

Your source code must include the following documentation:

* Your name
* The class (CS 2070) and the section number (on ground is 08, online is W1).
* The date on which you turned in the assignment.
* A short description of the software. Usually a sentence or two is sufficient.

## Example Run

Wecome to James Church's Land Size Calculator.  
1 apsu = 23456 square feet.  
  
Enter the length of a plot in feet: 660  
Enter the width of a plot in feet: 360  
Area in Square Feet: 237600  
Area in Apsus: 10

## Turning it in.

To turn in your application, find the foldering containing your entire project (not the folder with the "java" file), zip it up, and turn it in.