

Computer Programming

Lab 2

2018.03.09

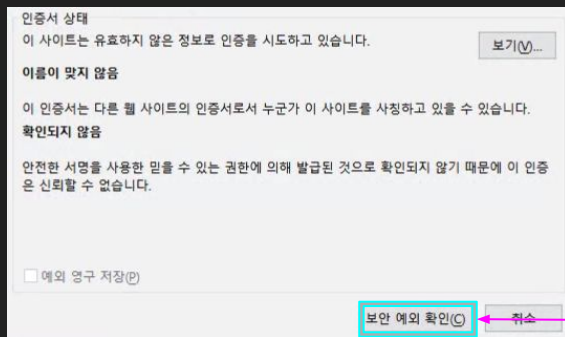
Lab Information

- Account information
 - CSE students: use your SNUCSE (<https://old.snucse.org>) account.
 - Non-CSE students: get your account information card from the TA.
- Today's lab note (students who do not have access to eTL yet):

<https://jvl.snu.ac.kr/cp2018-lab2.pdf>

(<http://jvl.snu.ac.kr:904/cp2018-lab2.pdf>).

- You can safely ignore the security alert message.



Using IntelliJ

- IDE for Java
- Specialized text editor for writing source codes
- Before executing our source code, we need to translate it to an executable format. This process is called compiling
- With IDE we can easily compile and execute our source codes

Basic Java Code

- When you create Foo.java:

```
class Foo {  
    public static void main(String[] args) {  
  
    }  
}
```

Hello World!

- To print something: `System.out.println()`;

```
class Foo {  
    public static void main(String[] args) {  
        System.out.println("Hello World!");  
    }  
}
```

Printing Example

```
1  ▶ class Foo {  
2  ▶  ▶ public static void main(String[] args) {  
3      System.out.println("Hello World1");  
4      System.out.println("Hello World2");  
5  ▶  }  
6  }
```

Printing Example

```
1  ► class Foo {  
2  ►  ┌ public static void main(String[] args) {  
3    │     System.out.println("Hello World1\nHello World2");  
4    │     }  
5  └  }
```

Printing Example

```
1  ▶ class Foo {  
2  ▶  ▶ public static void main(String[] args) {  
3      System.out.print("Hello World1");  
4      System.out.print("Hello World2");  
5  ▶  }  
6  }
```


Printing Example

```
1  ▶  class Foo {  
2  ▶  ▶  public static void main(String[] args) {  
3      System.out.println(35);    // integer  
4      System.out.println("35");  // string (35 and "35" are different)  
5      System.out.println(3.14);  // double  
6      System.out.println('a');   // char  
7  ▶  }  
8  }
```

Task

- Print this

```
*  
**  
***  
****  
*****  
*****  
****  
***  
**  
*
```

Process finished with exit code 0