

CompSci 201

Data Structures and Algorithms

Recitation 1 – Getting Started

This assignment is just about getting you up to speed with the tools.

1. Install eclipse with the ambient plugin (there is [a video guide](#) here that shows the whole process).
2. Write and run a simple java program that just prints something (you can see explicit instructions [here](#)).
3. Once you are able to complete parts 1 and 2, it's time to move onto snarfing. Follow the instructions you can find on the [Help](#) page for snarfing a project. The snarf site for the course is also listed there. Once you've entered the correct URL, snarf Recitation1.
4. Now complete a quick exercise on writing loops. Look through the code and make sure you understand what it's doing. If you have any questions, write them down and we can address them in recitation. In the code, you'll see a method named `draw`, which draws a number of asterisks. Run the code for yourself and double check it has the expected behavior (The output should be 10 lines, where the first line has 1 asterisk, the second has 2, the third has 3, and so on up to 10). Now, see if you can modify the code to make it more efficient (using loops). For example, what if we wanted to do 1,000 of these types of lines? We'd like an easy way to be able to do that.
5. After you've completed the exercise, submit your work. As usual, you can find instructions for doing so on the [Help](#) page of the course website. For recitation prep work, ignore where it talks about submitting a README.txt.
6. Read the CirclesCountry APT and think about how to solve it. We will write the code in recitation.

If you have trouble, post a question on [Piazza](#)!
