L3a

Re-submit Assignment

Due Sep 19, 2018 by 11:59pm **Points** 10 **Submitting** a file upload **File Types** zip
Available after Sep 10, 2018 at 8am

1. Complete Programming Activity 1 - section 3.5. Download the code and put it in one project: **SimpleDate.java** **SimpleDateClient.java**
   a. See the attached file **SampleRun.txt** that contains a sample run of the finished program.
   b. Complete `SimpleDateClient.java` (`SimpleDate.java` is already complete).
   c. After completing the program provide answers (in a separate text file) to the Discussion Questions 1 and 2 below the Programming Activity.
2. In a different .java file (for example `FunWithNames.java`) convert the following pseudocode to Java code. Please remember to make your solution **generic (call `length` method to get the number of characters in the String; call `indexOf` method to compute the index of a character)** and the output "user friendly". Example 3.6 may be helpful.
   a. Store your name (first and last together separated by one space ie. "Mary Flower") in a `String` object referenced by the reference variable ***myFullName***.
   b. Display ***myFullName*** in all upper case, display ***myFullName*** in all lower case, and next display the original ***myFullName***.
   c. Display the number of characters in the ***myFullName*** object (ie. *My name is Mary Flower and it is 11 characters long*)
   d. Extract the first name from the ***myFullName*** object and store it in the ***myFirstName*** String object (utilize `indexOf` method to compute index of space and use this information in the call to `substring`)
   e. Extract the last name from the ***myFullName*** object and store it in the ***myLastName*** String object (use a similar technique as above)
   f. Display ***myLastName*** followed by comma followed by ***myFirstName*** (ie. *My inverted name is Flower,Mary*)
   g. Store your friend's name (first, middle, and last together separated by one space ie "John Henry Smith") in a `String` object referenced by the reference variable ***friendsFullName***.
   h. Display number of characters in the ***friendsFullName*** object (ie. *My friend's name is John Henry Smith and it is 16 characters long*)
   i. Extract the first name initial from the ***friendsFullName*** object and store it in the ***friendsFirstNameInitial*** char
   j. Extract the last name initial from the ***friendsFullName*** object and store it in the ***friendsLastNameInitial*** char (utilize `lastIndexOf` method to get the index of the last space)

k. Display a message showing yours and your friend's initials (ie. *MF and JS are friends*)

Please remember to zip all .java files together and submit for grading:

- your project must **compile**; if the project does not compile an F will be awarded
- each file must contain your **name;** otherwise 1 point will be deducted from your score
- the submitted source code must be **formatted;** otherwise 1 point will be deducted from your score