CS 112 - Programming Style Sheet

```
/* Chapter No. 0 - Exercise No. 0    [REQUIRED: otherwise zero points]
   File Name:          MyProgram.java
   Programmer:         Your name
   Date Last Modified: Aug. 20, 2012

   Problem Statement: (what you want the code to do)



   Overall Plan (step-by-step, how you want the code to make it happen):
   1.
   2.
   3.
   etc.

   Classes needed and Purpose (Input, Processing, Output)
   main class - MyProgram


*/

   //Import necessary Java or user-defined packages


   //Create main class and objects needed to implement tasks
     public class MyProgram
     {
         public static void main (String[] args)
         {


            //Get or assign any necessary input


            //Process the input and assign to variables as needed



            //Output results


         }
     }


   /*
   Demonstrate that your program works: Include a printscreen of the
   results; if multiple dialog boxes are required to accomplish the task,
   just print the last one.
   */
```

NOTES:

1) Parentheses should be lined up vertically to make it easy to visually see the start and end of a section of code.
2) If you use tabs to align variables, code sections, etc. make sure the tab settings will allow a printed version to look good. Test your formatting by printing and looking at your printed code.
3) Use comment lines liberally to make your code easy for someone to read and understand.
4) Use spaces and blank lines between code sections to make the code even more readable. Remember, you may not be the only one looking at your code.
5) Make sure your main class name is the same as the file name (e.g., if you use public class 'Foo', the file should be named 'Foo.java'. When it compiles, you will have a Foo.class file.

An example program 'MyFirstProgram.java', created using the style sheet format, is shown for reference below:

```
// Chapter No. 1        Exercise No. 1
// File Name: MyFirstProgram.java
// Programmer: Bill Gates
// Date Last Modified:  August 20, 2012

Problem Statement: Ask the user to enter two numbers, calculate the sum of these
                   two numbers, and display the sum to the screen


// Overall Plan:
1) Print an initial welcoming message to the screen
2) Prompt the user for two integers
3) Calculate the sum of the integers
4) Print the sum of the integers to the screen

// Classes needed and Purpose: 'java.util' will be needed for general purpose
                               input and output from the terminal

//
// import the java utility package for the Scanner class - get keyboard input
import java.util.*;

public class MyFirstProgram
{
    public static void main(String[] args)
    {
        // print a message to the screen
        System.out.println("Hello out there.");
        System.out.println("I will add two numbers for you.");
        System.out.println("Enter two whole numbers on a line:");

        // declare two integer variables
        int n1, n2, sum;

        // create an instance of the new Scanner class for user input
        Scanner keyboard = new Scanner(System.in);

        // get two integer numbers from the user
        n1 = keyboard.nextInt( );
```

```
        n2 = keyboard.nextInt( );

        // calculate the sum of these two numbers
        sum = n1 + n2;

        // print a message along with the sum of the two numbers
        System.out.println("The sum of those two numbers is");
        System.out.println( sum );

    } // end of main

} // end of class MyFirstProgram
```