**CS201 Lab 0**

10 points **Due**: 01/20/14

**Purpose:** This assignment is aimed at giving you experience

* with pair programming
* using the jGRASP Interactive Development Environment (IDE)
* writing, debugging, and running a very simple Java program

**Problem:** Write a program that introduces you and your partner to the class (this information will be shared). **Have 5 statements about each person, each appearing on a separate line in the output.**

**Your Steps:**

You will write your program in the “pair programming” mode—one of you is the driver while the other is the navigator. Once the first driver has written the statements about their partner, switch roles.

1. START FILE: To write the program, click on the jGRASP icon to open the jGRASP Interactive Development Environment (IDE). Choose *File* in the top menu, then *New,* then *Java*. You may start typing in the text window (called the CSD window) on the right. You will want to name the class with a name that identifies you both. For example: *public class KrisJoeLab0*
2. SAVE: Save your code in a file with the class name as the class, in this example *KrisJoeLab0*. The .java type will be automatically added. *You should always save your Lab and in-class code to your G: drive, in a CS201 folder.*
3. CODE: Use the program found on page 35 of the text as a guide, though your program will have many more *System.out.println* statements because you want the program to print more than “Programming is great fun!”
4. COMPILE: Once your code is entered, compile it using the compile button. Errors will appear in the window at the bottom (the Message Tab Pane). Correct any errors in the code, compile again until there are no compiler errors.
5. RUN: Run your program using the button with the running person runonce you have no compiler errors. The output will then appear in the bottom window of JGrasp.
6. TEST: Look at the output at the bottom of JGrasp. Does it appear the way you want? If not, try to fix your code so that it does what you want (you will need to compile and run again).
7. COMMENT: Comments are part of the java file but not part of the code. They are used to explain how the code works to human readers of the code. Once your program is compiled and runs properly, add introductory comments at the top of your java file that match the ones below but are edited to be personalized to you and your partner. *The comments will appear as a different color in JGrasp (orange).* **Make sure the program compiles and runs after the comment is inserted.**

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*/\* Programmers: (your names here)*

Your program solves a “problem.” What is that problem?

*/\* Course: CS201.02, Dr. Olsen*

*/\* Date: 01/16/2014*

*/\* Lab Assignment: 0*

*/\* Problem Statement: Share information about the programmers.*

Data In: information the user provides

Data out: What is displayed by the program.

*/\* Data In: none*

*/\* Data Out: Information about programmers printed on the screen*

*/\* Other (non-standard) classes needed for this code to compile: none*

Don’t forget the final / /slash!

*/\* Credits: Based on the Code Listing on Page 35 of Gaddis text.*

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1. SHARE: E-mail your completed program to the partner who does not have the file on their G: drive!

**What to Submit:**

1. Submit your program (.java file) to Moodle. (1 file per pair)
2. Each partner should independently write a short (200 words or less) reflection of what they learned in Lab 0, and what it was like working with their partner. Submit on Moodle in either .pdf, .doc, or .docx format.