

WORKSHEET 02C – Due on week 1 day 3*Remember to check your answers afterwards (when applicable).*

1	<u>Reading/studying C. 2.6-2.8</u> <ul style="list-style-type: none"> • Textbook • Slides • Chapter Summary (at the end of the chapter lessons) <div style="border: 1px solid black; padding: 2px;">Keep your notes</div>
2	<u>Self-Check questions</u> <ul style="list-style-type: none"> • Answer the questions as you come across them during your reading, using pencil. • Check the answers & correct (if necessary) with non-red pen. (<i>You know where the answers are, don't you?</i>) <div style="border: 1px solid black; padding: 2px;"> Write down the answers. Check solutions, noting mistakes to learn from (if any). Hand in your work. </div>
3	<u>Hands-on</u> – follow the steps in the HANDS-ON section at the end of this document. <ul style="list-style-type: none"> • Study and take notes <div style="border: 1px solid black; padding: 2px;">Keep the notes.</div>
4	<u>Written work</u> – Review Exercises <i>Note: If you do not know the answer regarding syntax, type the code in a program (created by you) to test it.</i> <ul style="list-style-type: none"> • R2.20 • R2.21 <div style="border: 1px solid black; padding: 2px;"> Write down the answers. Check solutions, noting mistakes to learn from (if any). Hand in your work. </div>
5	<u>Programs</u> – Practice Exercises and Programming Projects <ul style="list-style-type: none"> • E2.2 (similar to E2.1) • E2.5 • E2.12 (DieSimulator from Random class, which is useful, say, for a die game): <ul style="list-style-type: none"> • In Proj02, create a new class called DieSimulator, with the main program • Remember to import <code>java.util.Random</code>; • Follow the given instructions & hints: <ul style="list-style-type: none"> ○ create an object, using a constructor <code>Random randGen = new Random(); // create object</code> ○ get a number from 1 to 6 inclusively, using the <code>nextInt</code> method ○ To get an <code>int</code> between 0 and n, including 0 but not n, (where <code>int n=6</code>): <code>int result = randGen.nextInt(n); // get 0-5, incl.</code> ○ To get an <code>int</code> between 1 and n, inclusively, (where <code>int n=6</code>), for a 6-sided die: <code>int result = randGen.nextInt(n) + 1; // get 1-5, incl.</code> • P2.1 <div style="border: 1px solid black; padding: 2px;"> Submit online before due date/time Demo in class on due date – reminder: have the code with you </div>

6	<p>Self-exploration:</p> <ul style="list-style-type: none">• Did you have a good idea as the result of learning & practicing? If so, did you write it down in your “Good Idea” section? Start collecting ideas for your end-of-course project.• Did you encounter a problem & learn from it? If so, did you write it down in your “Lessons Learned” section?• Did you program something different/beyond your assignments (whether from your textbook or elsewhere or your idea)? If so, remember to share. <p>Share in class, and/or in the online Discussion</p>
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HANDS-ON

1	<p>Study the program for E2.1: Use a Tester to “test” the Rectangle class</p> <ul style="list-style-type: none">• Download from the teacher the E01AreaTester file, and keep in StudentsFile• In Proj02, “add class from file” to add the file• Run the program and study the code, in order to know how to write a Tester
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THE END