WORKSHEET 02A – **Due on week 1 day 2**

Remember to check your answers afterwards (when applicable).

1	**Reading/studying C. 2.1-2.2 and take notes** • Textbook • Slides • Chapter Summary (at the end of the chapter lessons): first 3 sections (i.e., on the same material) Keep your notes .
2	**Self-Check questions** • Answer the questions as you come across them during your reading, using pencil. • Check the answers & correct (if necessary) with non-red pen. (*You know where the answers are, don't you?*) Write down the answers. Check solutions, noting mistakes to learn from (if any). Hand in your work. .
3	**Hands-on** – follow the steps in the **HANDS-ON** section at the end of this document. • do work • answer questions on paper Write down the answers. Check solutions, noting mistakes to learn from (if any). Hand in your work. .
4	**Written work** – Review Exercises *Note*: If you do not know the answer regarding syntax, type the code in a program (created by you) to test it. • R2.1 • R2.4, R2.5, R2.6, R2.7 Write down the answers. Check solutions, noting mistakes to learn from (if any). Hand in your work. .

5	**Self-exploration:** • 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. Share in class, and/or in the online Discussion .

HANDS-ON

1	**Create a BlueJ project** called `Proj02`, and keep it in **YourFolder** **Note:** *Note*: *YourFolder* should now contain ***StudentsFiles***, ***Proj01***, ***Proj02***.		
2	**Two-way communication with the user**: • Download the `Conversation.java` file from your teacher & keep in **StudentsFiles** • Do `Edit > Add a Class from File…`, to add that class to your project • Compile & run; study the code **Questions**: a) What is the class header? b) What is the main program header? c) How many variables are there? d) What are their names & data types? e) Choose a name, say, `kboard`, and do **Ctrl-f** to search for `kboard`. What do you see?		a) `public class Conversation` b) `public static void main(String[] args)` – same as always c) `7` d) `kboard` of type `Scanner`, `name` of type `String`, `age` & `numOfYrs` & `futureAge` of type `int`, `dist` of type `double`, `bye` of type `String` e) All of the occurrences of `kboard` are highlighted, which is useful to know where the variable is used
3	**Create a new conversation** a) Make up another conversation (i.e., sentences in English by 2 people talking), and write on your paper – make sure to use different contents and use all 3 data types: `String, int, double` b) In `Proj02`, create another class, called `Conversation2`, and write the code for your new conversation – **<u>Hint</u>**: You may copy & paste from `Conversation`; then remember to change the class name to `Conversation2`, and choose appropriate variable names		

THE END