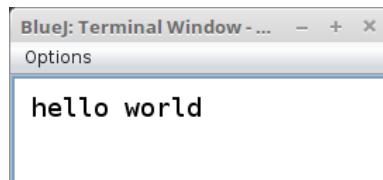# AP Computer Science Homework 1

Due date: Monday, September 5, 2016
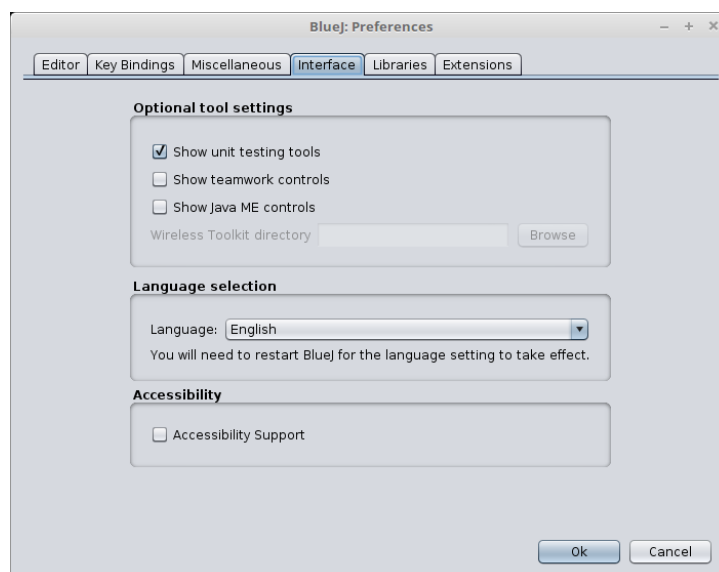*Instructor:* Mr. Alwin Tareen
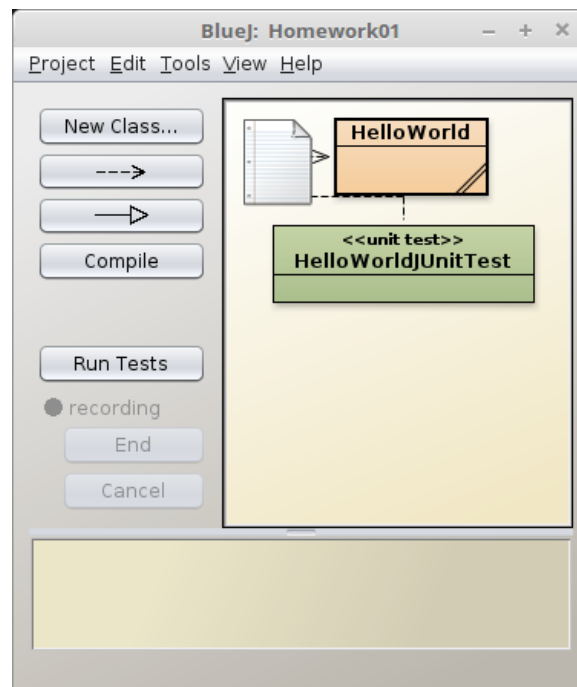
Part A: Using the Assignment Operator

- Write a `Java` program in the file `HelloWorld.java` that uses the assignment operator to assign the message `hello world` to the `String` variable `greetings`.

- You will write your solution in a `method` called `displayMessage()`, right below the place where it says: YOUR CODE HERE. Make sure that the phrase `hello world` is placed in the variable `greetings`.

- Compile and run the `HelloWorld.java` file, and make sure that the words `hello world` show up on the terminal output, as demonstrated below. If you have made an error, correct the mistake, and then compile and run the `HelloWorld.java` file again, until you get the right answer.
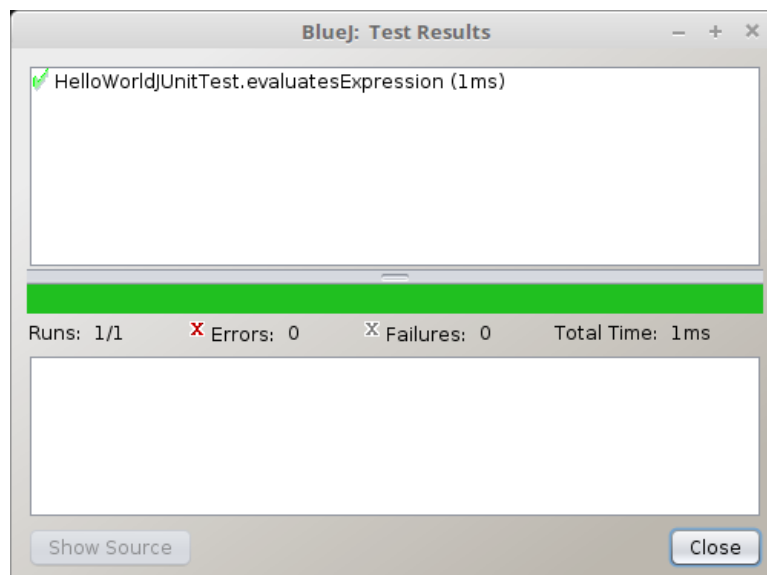

- **Hint:** Sometimes the output from previous program runs can remain on the terminal window, which can be very confusing. Make sure that the `Clear screen at method call` selection from the `Options` menu is checked, to remove this behaviour.

- Now, we are going to verify that we have a correct answer by using the `JUnit` testing feature of BlueJ.

- First, we must enable the `JUnit` testing feature. From your BlueJ project window, click on the `Tools` menu, then select `Preferences...`

- You should see the `BlueJ: Preferences` window pop up. Click on the `Interface` tab, and make sure that the checkbox corresponding to `Show unit testing tools` is checked. Then, click on the `OK` button at the bottom right-hand corner.

- On your `BlueJ` project window, you should see a new button labelled `Run Tests`. Go ahead and press this button.

- You should see a `BlueJ: Test Results` window pop up. If everything is correct, you should see a green bar that indicates that your code has passed the `JUnit` tests. If your program is incorrect, you will see a red bar. You can click on the method name to get more information about the problem. Otherwise, just click on the `Close` button, and you can go ahead and upload this program to `Web-CAT`.

Part B: Submission

- Submit your `Java` program by uploading it to the `Web-CAT` automated grading platform.