Assignment 1: Reading and Programming Project due 9/11

Reading Assignment

1. Learn about course organization by reading the course web page.
2. Read Chapter 1 of the textbook completing the self-test exercises. You are not expected to memorize the terms related to Object-Oriented Programming.
3. Familiarize yourself with the textbook: examine the overall structure of the chapters and the contents of the CD, find self-test questions and their answers.

Programming Assignment

A general advice: unless noted otherwise always complete your reading assignment before starting to work on the programming assignment.

This assignment includes

1. Installing JBuilder 6 on your laptop.
2. Programming project First.

that are described in details below.

Installing JBuilder 6

Follow the Course related software link from the course web page. Read the directions on the page to download JBuilder 6 from the CIS server, obtain a license key for it and enter the license key.

If you are using a modem to connect to the Bentley network, instead of downloading you may want to use a CD with JBuilder 6 files available from the library circulation desk.

Note: The textbook CD supplies version 3.5 of JBuilder 6 however we will be using the newer 6-th version in the course.

Programming Project

First: extend a textbook program due 11:00 p.m. on Wed, 9/11 worth 6 points
Modify the greeting message in FirstProgram.java from Chapter 1 as described.

Instead of printing the “Hello out there” greeting your program must ask the user to enter two characters: their first name initial and their last name initial. Then, the program must output a greeting that says “Hello” followed by user’s initials with a period appearing after each initial and one whitespace separating them. The following shows a sample interaction. User input appears in **boldface**.

Please enter your first name initial: T
Please enter your last name initial: B
Hello T. B.

The rest of the program should work exactly like FirstProgram.java.

Pay attention to the requirements above: your program should work precisely as described! In this otherwise very simple assignment points will be taken off your grade if, for instance, you fail to add periods after initials, or forget about a space, or read in an entire name instead of one character.

The handout on using **JBuilder 6** should guide you through the process of creating a projects, editing, compiling and running your Java application.

When you’re done writing, test your program thoroughly, and when you conclude that it satisfies all requirements as specified - submit your program electronically. The instructions for electronic submission will be presented in class and posted on the course web page.