Assignment 1: Reading and Programming Project due 1/29

Reading Assignment

1. Learn about the course organization and policies by reading the course web page. Familiarize yourself with the structure of the course page and the related linked pages. Make sure you understand the course and departmental academic honesty guidelines regarding the homework.

2. Familiarize yourself with the textbook: examine the overall structure of the chapters and the contents of the CD, find where self-test questions and their answers are located in the book.

3. Read Chapter 1 of the textbook completing self-test exercises. You are not expected to memorize the terms related to Object-Oriented Programming as we will not be using most of them for a while, but you should know the meaning of the other terms that are defined in that chapter: familiarity with the terms is necessary for your understanding of the lectures and further reading! Always ask me in class if something in the reading assignment or in the lecture is unclear (I can assure you that your peers will be grateful to you for asking the questions. Any relevant questions you ask or answer are also rewarded by an increased class participation score.)

Note: unless stated otherwise, always complete your reading assignment before starting to work on the programming part. In this course assignments have a huge role. The programming projects are designed to help you master the concepts introduced in the lectures and reinforced by the reading assignment. They are fairly straightforward once you have a thorough understanding of those concepts including the relevant Java syntax. Our class meetings and office hours are your opportunity to get your questions answered.

As the data from the previous semester shows the success in completing the programming assignment on time and overall performance in the course depend critically on how early students start working on the entire assignment and how they approach the process of completing it. For most people, starting early and working for a couple of hours each day works better than starting one or two days before the deadline and spending many continuous hours on it. There will be more on this as we move along in the course.

Also, make sure you read the entire project description before attempting a solution as the description might contain useful suggestions, hints and grading information.

Programming Assignment

This week’s programming assignment consists of

1. installing JBuilder on your laptop,

2. a simple programming project First designed to give you some initial experience with JBuilder and Java programming.

Both tasks are described in details below.
Installing JBuilder

Follow the [Course Related Software] link from the course web page. Follow the directions on that page to download JBuilder 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 files available from the library circulation desk.

Programming Project

First: simple input/output                  due 11:00 p.m. on 9/10, Wednesday
                        worth 6 points

Create a simple Java program that uses input methods from SavitchIn class. The program should

1. prompt the user to enter their first name, and
2. ask the person (using their first name) how many classes they are taking this term,

and print a greeting message as appears in the following script showing the program running. Note that user input appears in **boldface** (the boldface is used only for description purposes to distinguish the user input from the program output and you should not attempt to use it in your programs).

```
Please enter your name:  Brenda
How many classes are you taking this term, Brenda?  5
Welcome to CS-230!
```

Pay attention to the requirements above: your program should work precisely as described.

The [handout on using JBuilder](#) should guide you through the process of creating a project, editing, compiling and running your Java application.

When you’re done test your program and when you conclude that it satisfies all requirements as specified above - submit your program electronically by following the appropriate submit link from the Assignments page. The instructions for electronic submission will be presented in class and are posted on the same web page.