



Comp 170 Lab – First Java Program

As in the course syllabus, late assignments will not be accepted unless you have completed the process for using a late pass before the due date.

1. Submit

Online in Sakai before the due date. You can **save** files in the Sakai assignment as often as you wish (and remove them or update them), but you can only submit **once** before the due date.

Submit the .java file for your work. It must be from the proper tool, proper version as used in the class.

2. Content

Summary: Working from a simple Hello World program (or any simple starting point of a program the **works**), make at least these changes. You can add more, try other things, but be sure your program compiles without errors and runs correctly before turning it in. If you have something that is “good enough” you might save that as is and make a copy to continue trying new things.

Programming is often about **trying** solutions and seeing what happens.

Turn in your java program with these items:

- a. In addition to Hello World, have your program greet you by name.
- b. Have the program write out something about you (can be anything, where you are from, your favorite music, what you think of Java so far, etc.)
- c. Anything else you want to try. Take a look at the book, or at online Java documentation and find another statement to try. How about writing out some arithmetic results. “The sum of 3 and 77 is 80”. Can you get your program to do the addition for you?

In Comp 170, you will get 0 (ZERO) points for programs that do not compile in the correct version of the tools as used in class

3. Grading

20 points total; 5 points each for a. and b. above. 10 points for one or more things in c.

First Program
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