Due Monday Feb 8, 2016 at 8:00 am

Notes on the Development Environment

- In order to compile and run your programs you will need a compiler (javac) and a runtime virtual machine (java). Both tools are part of the Java Development Environment (JDK).
- The JDK is installed on all lab machines in Bliss. Those of you who plan to write your programs on your own laptops and desktops should download the appropriate version of JDK from Moodle.

Exercise 1

Write a program `HelloWorld.java` that prints the `Hello, World!` message 5 times.

Exercise 2

Write a program `Display.java` that displays the following pattern:

```
    J    A    V      V      A
    J   A A    V    V      A A
J   J  AAAAA    V V      AAAAA
 J J  A     A    V     A     A
```

Exercise 3

Write a program `Draw.java` that draws the following output (see below). Use static methods to show structure and eliminate redundancy in your solution.

```
+----+
\    /
/    \
\    /
/    \
+----+

+----+
\    /
/    \
\    /
/    \
+----+
```

Exercise 4

Solve all problems of chapter 1 on practice it

Submission Instructions

- Your submission must consist of a zip archive that contains three files only: three `.java` files (called `HelloWorld.java, Display.java, Draw.java`). No additional files should exist in the .zip archive.
- Do not submit the practice-it problems on Moodle. They will be checked online.
- The name of the zip file must adhere to the following naming convention `s#_asst1_`*`netid`*, where *#* is your section number (between 1 and 6) and *`netid`* stands for your AUBnet user name. For example, if your AUBnetid is abc65 and you are in section 4, you should call your submission `s4_asst1_abc65`. The zip files will be processed automatically so please make sure you use this naming convention.