

Enon Java Training

Worksheet 1

Hello World and Calculate Shape Area

[Optional] Exercise 1:

Instructions: Hello World. Create a program that prints a message to the screen.

1. Find and open NetBeans
2. Start a new project by clicking on **File -> New Project**.
3. Under Categories, select **Java**. Under Projects, select **Java Application**
4. Give your project an appropriate name, such as **Lab1Exercise1** or **SuperAwesomeProject**.
5. Uncheck the **Create Main Class** checkbox.
6. Click on **Finish**.
7. In the Project pane to the left, right click on **Source Packages** and click on **New Class**.
8. Name your new class **Greeting**.

You may see a warning at the bottom that says “**Warning: It is highly recommended that you do not place Java classes in the default package.**” Ignore that message for the time being.

9. Click on **Finish** button.
10. Replace the text in the created file with the following:

```
public class Greeting {  
    public static void main(String[] args) {  
        System.out.println("Hello, world!");  
    }  
}
```

11. Save the file
12. Click on the green arrow in the toolbar to run your project, or press **F6**
13. Select the Greeting class from the list in the presented dialog and click **OK**
14. Take note of the output at the bottom of the screen.
15. Change the text “Hello, world” to “Hello <your name>”.
16. Click the run button again and observe the output.
17. Once you've done this, ask your TA to check your work

Exercise 2:

Instructions: Using the **Scanner** class, ask the user to enter values for the length and height of a rectangle and then calculate and print the area of the shape. Assume both measurements are integers.

1. Start a new project by clicking on **File -> New Project**.
2. Under Categories, select **Java**. Under Projects, select **Java Application**
3. Call your project **Lab1Exercise2**.
4. Place an Import statement at the top of your code to import the Scanner class using the following code:

```
import java.util.Scanner;
```

5. In your main method, create a Scanner object to read keyboard input
for example: `Scanner keyboard = new Scanner(System.in);`
6. Print a message to ask the user to enter the **length** and **height** of a rectangle and then read the user's input using the scanner object created in *Step 4*.

You can read the user's input using `keyboard.nextInt();`

for example: `int length = keyboard.nextInt();`

Once read, store it in a variable as follows

```
int area = length * height;
```

7. Calculate the area of the rectangle and print it to the screen with an appropriate message that includes the original values that were entered. For example:

The area of the rectangle with length **X** and height **Y** is **Z**

for example:

```
System.out.println("The area of the rectangle with length " + length + " and height " +  
height + " is " + area);
```

8. Ask the TA to check your work.