

First name (color-in initial)	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	section (10, or 11)	first name initial	last name initial
Last name (color-in initial)	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z			

# H01: Due Wednesday 04.03 in Lab. Total Points: 50

## Quick look at Java Syntax (HFJ Ch1)

MAY ONLY BE TURNED IN DURING Lab ON Wednesday 04.03, or offered in person, for in person grading, during instructor or TAs office hours.

See the course syllabus at <https://foo.cs.ucsb.edu/56wiki/index.php/S13:Syllabus> for more details.

(1) (10 pts) Fill in the information below. Also, fill in the A-Z header by

- **coloring in** the first letter of your first and last name (as it would appear in Gauchospace),
- writing **either 10,11** to indicate your **discussion section** meeting time
- writing your **first and last initial** in large capital letters.

All of this helps us to manage the avalanche of paper that results from the daily homework.

name:	
umail address:	@umail.ucsb.edu

**Here's why this is worth 10 points, and why all the nitpicky stuff.** I strongly believe that learning is most effective when you actively do something with what you hear or read. That's why we have about 20 homework assignments in this course, times over 40-50 students. That's 800-1000 separate pieces of paper to collect, grade, record and return!

It's a lot to manage, so every little bit of organizational help we can get really makes a difference. The little A-Z grid and the initials help us to manage the paper, and record the grades more efficiently in Gauchospace (they match Gauchospace's user interface.) That's why we will need to offer a strong incentive for helping us out with this, and a strong disincentive for NOT doing that. So, if you lose 10 points because your compliance isn't perfect, that's why. We aren't being mean--just doing what we need to do, in order to make the task manageable. Thanks for your help!

(2) (10 pts) Login to the wiki at <http://foo.cs.ucsb.edu/56wiki>

- Use your CSIL username/password to login.
- Then click on your username at the upper right (by the little "person" icon) to get to your user page.
- Add the following to your user page on the Wiki
  - Your name
  - A brief description of any previous experience you have with Java, if any (e.g. a high school course, working on your own) If none, that's ok too.

The description of previous experience is helpful in guiding people while choosing pair partners. It works best--i.e. your learning is maximized--when experienced people are with experienced people, and Java newbies are with Java newbies.

**(Please turn over for more...)**

(3) (10 pts) If you didn't do it yet:

- create your github.com username and password (free account) at github.com
- fill in the form at: <http://bit.ly/cs56-s12-githubform>

(Yes I know that says s12, but that's really where the form is.)

(4) Throughout the quarter, when I refer to **HFJ**, this means your Head First Java, 2nd Edition textbook---the one that has its own wiki page at HFJ.

- Please read Chapter 1 in HFJ.
  - If you don't have your book yet, buy it! But in the meantime you can read this chapter online.
  - Visit the course wiki at <http://foo.cs.ucsb.edu/56wiki> and you'll find the link to the online textbook.
- As you read, also consult the reading notes which you can find at this page on the wiki: HFJ:Chapter 1
- Then, do these problems

(a) (10 pts) On page 5 and 6, there is a set of exercises, and the answer to those. Here is a similar set of exercises, but the answer are not provided. Fill in the blanks.

java code	explanation
<code>boolean cs56IsAwesome= true;</code>	
<code>Course c = new Course("CMPSC56", "S11");</code>	
<code>String thisQuarter = "S11";</code>	
<code>if (c.getQuarter().equals(thisQuarter))</code>	

(b) (10 pts) Now, the same kind of exercise, but in reverse---I give you the description, you give me the code. These are designed that you should be able to just reason them out from the examples of Java code given on p.4 and p.5, and your general programming background from CS16 and CS24 in C/C++---no other knowledge of Java should be needed.

java code	explanation
	declare a variable that indicates whether this year is a leap year or not, and initialize it to say that it is not a leap year
	declare a variable item of type MenuItem, and initialize it to a "Garden Salad" that costs 4.95. Assume those are the two parameters that the constructor takes.
	declare a variable of type double called total
	an assignment statement that calls the method getPrice on the variable item and adds the result into the variable total