Activity 0: Introduction

Today, you can organize a small team (2 or 3 students) to learn new concepts. This activity will introduce you to the process and the structure of the week/course. We’ll also take a first look at how to store data in Java programs.

## Content Learning Objectives

*After completing this activity, students should be able to:*

* Identify components of the "hello world" program.

## Process Skill Goals

*During the activity, students should make progress toward:*

* Leveraging prior knowledge and experience of other students. (Teamwork)

# Model 1 Hello, World!

Use your favorite editor or IDE to code your first (but hopefully not last!) Java program! DO NOT COPY PASTE THE FOLLOW CODE

Each program must be saved in a dedicated folder that matches the class name, today for instance: /home/<username>/HelloWorld

# /\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# \* Compilation: javac HelloWorld.java

# \* Execution: java HelloWorld

# \*

# \* Prints “Hello, World”. By tradition is everyone’s first program.

# \*

# \* @author <username(s)>

# \* @version 1.0

# \*

# \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

# public class HelloWorld {

#  public static void main(String[] args) {

#  System.out.println(“Hello, World”);

#  }

# }

## Questions

1. What is the name of the class? What is the name of the file? What directory is it in?
2. How many lines of code is the above program? How many statements does it have?
3. What is the purpose of the first 10 lines? What is the purpose of a blank line?
4. Describe in your own words what  **System.out.println** does. Be specific
5. Does your own HelloWorld program run?
6. Does it run properly? How can you be sure?