CSCI-101 Programming 1

Practice Problems - Set 1

Linux Commands

1. Write the command that *you* use in a terminal application to connect to cs.bridgewater.edu.

2. Write the absolute path of *your* home directory on cs.bridgewater.edu.

3. Assume you're working directory is your home directory on cs.bridgewater.edu. Write the command that *you* use to change your working directory to the labs directory found in your repository.

4. Write the command that is used to create a file named **Hello.java** using the vi editor.

5. Write the command that compiles the source code found in a file named **Hello.java**.

6. Write the command that runs the program that is compiled in problem 5.

7. Write the command that is used to open an existing file named **Hello.java** using the vi editor.

8. Suppose a file in your working directory is named **Playr.java**. Write the command that is used to rename the file **Player.java**.

9. Suppose a file in your working directory is named **Player.java**. Write the command that is used to delete **Player.java**.

10. Write the command that is used to create a subdirectory named **practice** in your working directory.

Java Programming

11. Write the simplest complete Java program that print your name to the screen.

12. Write a single statement that imports the **Scanner** class into the existing program.

13. Write a statement that declares a variable named **age** which can hold an integer and is initialized to the value **20**.

14. Write a statement that declares a variable named **gpa** which can hold a decimal value and is initialized to the value **3.89**.

15. Write a statement that declares a variable named **firstInitial** which can hold an individual character and is initialized to the character **B**.

16. Write a statement that creates an instance of the **Scanner** class which can be used to read the characters typed from the keyboard.

In Problems 17 - 20, please use the instance of the Scanner defined in problem 16.

17. Write a *fragment of code* that asks the user to enter 3 decimal values and prints to the screen "**Sum:** " followed by the sum of the 3 values entered by the user.

18. Write a fragment of code that asks the user to enter an integer and prints to the screen "**Greater than 0**" if the value of the integer entered by the user is greater than zero; otherwise the program prints "**Less than or equal to zero**".

19. Write a fragment of code that asks the user to enter an integer and prints to the screen "**Odd**" if the value entered is odd, otherwise the program prints "**Even**".

20. Write a fragment of code that asks the user to enter 3 integers and prints to the screen "**Max value:** " followed by the largest of the 3 values entered by the user.