

# AP Computer Science Java

## Mr. Clausen

### Program 2A

#### Program 2A LastNameFirstNameP2A (20 points)

Write a program to identify whom the program listing and program output belongs to. Use comments at the beginning of the program and use println statements to display your output.

The comments will be at the very beginning of your program, before any import and public class statements.

Include your Name, School I.D. Number, Program Number, Course Name, AP Computer Science, Period Number, Starting Date, Due Date, and a description of the program in the comment section. Format your comments to follow the example shown below:

```
//*****  
//*  
//* Your Name Here           Your I.D. Number Here           *  
//*  
//* Program 2A               LastNameFirstNameP2A             *  
//*  
//* AP Computer Science Java Period ?                          *  
//*  
//* Starting Date: 9/~/200?           Due Date: 9/~/200?       *  
//*  
//* This program will identify whose program listing it is    *  
//* through the use of comments. It will also identify        *  
//* who the output belongs to through the use of println.*    *  
//*****
```

For your output use println statements to include your Name, School I.D. Number, Program Number, and Class Name. Format your output to look nice, be readable, and not take up more than 7 lines. Use the comment section above as a guideline.

Don't forget to make your source code look nice and readable using indentation and blank lines. Remember that class names start with a capital letter and must have the same name as the name of your file (without the .java). For this program, the class name should be: LastNameFirstNameP2A, and the filename should be: LastNameFirstNameP2A.java.

As you type all your programs this year, be sure not to type past 80 columns. If you have any statements longer than 80 columns, press the return key to "wrap" the statement around to the next line at a position in the line that won't create syntax errors.

Use this program as a "template" for all future programs. Include this style of comments and output for every program throughout the class.

When you are finished with your program, have tested it thoroughly to make sure that your calculations are correct, and are sure that you don't need to make any changes, then save your program in the "W" network mapping, in the Program 2A folder. **Turn in the file named LastNameFirstNameP2A.java, I don't need the ".class" file for this program.**