Intro to Programming II
Introduction

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1-0: Syllabus

- Office Hours
- Course Text
- Prerequisites
- Test Dates & Testing Policies
  - Check dates now!
- Grading Policies
This class is designed to give you more familiarity and skill in Java Programming.

- OO design
- Basic Software Engineering skills
- Abstraction
- Practice, practice, practice!

You’ll also get an introduction to programming in C.
1-2: Grading

- You’ll have a series of *lab assignments* to do
  - Done in-class
  - Satisfactory/unsatisfactory grade

- You’ll also have four programming projects
  - Larger; 2 weeks apiece

- Plus two midterms and a final
  - In class, closed notes

- I believe that the best way to learn a topic like programming is to *do* it.
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- If you’re confused, *at least* half the class is also.
- Don’t wait until after class to ask!
1-5: How to Succeed

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1-7: How to Succeed

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6 Read the textbook.
   △ Ask Questions! Come to Class!
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“Just keep swimming.” – Finding Nemo

“Never mistake activity for achievement.” – John Wooden

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“Do I contradict myself? Very well, then. I contradict myself. I am large; I contain multitudes.” - Walt Whitman
Write a program that converts from Fahrenheit to Celsius. It should prompt the user for a temperature, and then ask whether the input is in Fahrenheit or Celsius. It should then calculate the temperature for the other scale. The relevant formulae are:

- \( F = \frac{9}{5} \times C + 32 \)
- \( C = \frac{5}{9}(F - 32) \)

You should have a main method that prompts the user for a temperature and asks whether it’s Fahrenheit or Celsius.

You should have static methods called FtoC and CtoF.
(L & L 2.13) - Write a Java applet that draws the Olympic Logo. The circles in the logo should be colored (L to R): blue, yellow, black, green, red.
Write a program that creates an array of 50 integers. Use a for loop and an if statement to place a 1 in all cells where the index is even, and a 0 in all cells where the index is odd. (the first index is 0.) For example, a[3] should contain a 0, and a[2] should contain a 1. Print out the array after filling it in.