

COMP 170

Week 1 Chapter 1

Lab Exercises

(worth 15 points) Do Chapter 1 Practice Programs 2 through 4

2. Using your text editor, edit and save **FirstProgram.java** as **SecondProgram.java**, change the class name to match, and modify the program so it asks for 3 numbers instead of 2. Compile and run **SecondProgram.java** to show that it works.
 - a. You will need to rewrite the instructions.
 - b. While you're add it, the instructions as currently written do not instruct the user to type a space between each number when entering the numbers. Fix that.
 - c. You will need another variable.
 - d. You will need to change the input and the output.

3. Program **SyntaxError.java** in the **Java programs** folder has syntax errors – try to compile it, see the error messages, and then fix them so the program compiles and runs.

4. Program **SemanticError.java** in the **Java programs** folder has a logic or semantic error – compile and run it to see what it asks for and what it does, then review the program to find the error, fix it, and run the program again to show that it now works.

Save these three (updated) programs in a folder that you have set up to store your lab programs, and show me that your code works (or submit on Canvas).