TP1: INTRODUCTION TO THE JAVA LANGUAGE

Launching Eclipse

- Launch Eclipse.
- The Eclipse programming interface is divided into several subsets:
  - Project management (Package Explorer) on the left,
  - The code editor in the center,
  - The list of different members (attributes and methods) of the class on the right
  - Compilation reports / execution results at the bottom. (Console).

Exercise 1 :

Your first class and getting started with Eclipse

1. Create a new project (HelloWorld) whose type is (Java Project).
2. Add a class (HelloWorld) to this project.
3. Add a line displaying a message ("HelloWorld!") in the main() method.
4. Compile and run your program.
5. Observe the contents of the different views of the Eclipse programming interface
after running your first Java program. (Explorer Package, Outline, console, etc.)
6. Modify your program so that it displays the message ("HelloWorld!") 10 times.

Exercise 2 :

- Write a program that gives the average of three real numbers.
- Modify the program so that the user can give a predefined number of reals then calculate the average.

Exercise 3:

Write a program that asks the user to read an integer variable then displays *positive number* or *negative number*

Note:
• To read a variable from the keyboard you will use *Scanner* as follows:
  1. Import the Scanner class by adding **import java.util.Scanner;** at the start of the program
  2. Then you must create an object of the Scanner class Add

```
Scanner sc = new Scanner(System.in);
```

  3. To read a real variable we add: **float x=sc.nextFloat();**

  4. To read an integer variable we add: **int a=sc.nextInt();**