

Project #1: Fun With Names

CS0007

Due: June 6th, at 11:59 PM

Instructions

The goal of this project is to test your ability to use the knowledge of Java that you have obtained up to this point in the course. You will need to be able to display output to the screen, take user input from the keyboard, store data in variables, convert from one type to another, use arithmetic operators, and use string methods. You will need to do the following things:

1. Take a full name from the user AT ONCE (as in, they have to hit enter once) as input from the keyboard.
2. Display the entered name on the screen.
3. Display the entered name's initials on the screen (Hint: Consider the `indexOf()` string method).
4. Display the sum of the entered name's initials' unicode values (Example: $E + H = 141$).

Since this is a project, I will leave interface design decisions to you. A portion of the grade will be on the design of the interface. Your program should be easy to use and understand. You are required to have sufficient internal documentation for your program as discussed in class.

This is meant to be AN INDIVIDUAL ASSIGNMENT. Also, taking large segments of code from other sources without citing is plagiarism. The majority of this assignment should be YOUR OWN ORIGINAL WORK. I recommend getting a small storage device such as a flash drive to save your work on. You can get these for under \$20 at any Radio Shack, and many other stores. When you are done submit your project by zipping up the project folder and FTPing it to the drop box for this course as described in class and here: <http://www.cs.pitt.edu/~eth13/cs0007/submissionGuidelines.html>. On the course webpage there is a grading rubric which I will be grading from. Keep this in mind while doing the assignment.