Purpose: This exercise is to introduce you to using the CodeWarrior development environment and to help you become familiar with some of the basic concepts in Java.

To Receive Credit: Record the results you get after each exercise and have the TA check it by the end of lab. Also, show your working program to the TA.

Activities:
2. The Java language syntax tells us what the Java programs should look like. In particular, in a Java application we need to write our program so that it has the form.

```java
import java.io.*;
public class Hello {
    public static void main(String[] arg) {
        System.out.println("Hello World!!!");
    }
}
```

Try removing each of the following from your program, and then running the program. After each time replace the word before removing the next. The words to remove are:

1. import
2. class
3. public
4. static
5. void
6. main

Record whether you get an error message, and what the message is. The words we are removing are examples of Java keywords, which are words that have a specific meaning. Java is also case sensitive. Record what happens if you change System to system.

3. The syntax of the language does not say how the program should be laid out. Edit your program so that the end braces ‘}’ are on the same line as the println statement. Run your program and record whether or not there is any difference. Return the program to its original state before going on.

The rules you should follow for formatting programs are:

- Use only one statement per line
- Use tab key to indent
- Follow textbook style

4. Comments are used to communicate with people who may read your programs. In our case, that is whoever is grading your programs, but on the job it may be other programmers that have to modify your programs. There are two kinds of comments in Java. A single-line comment that tells the compiler to ignore everything from the comment to the end of the line; and a bracket comment that tells the compiler...
to ignore everything in between. Add comments to your program that tell us who wrote it. For example:

```java
import java.io.*;
/*
Author: B. Keller
Description: Program to practice with basic Java syntax
*/
public class Hello {
    public static void main(String[] arg) {
        //This is the typical first program message
        System.out.println("Hello World!!!");
    } // end main
} // end class Hello
```

Notes on use of comments
- Always put a comment before the line that starts with class to state who wrote the class, and to describe it.
- Comments should not explain how Java works, just what your program does
- Do not comment things that are obvious from code
- Do not place comments in the middle of a statement