The goals of this assignment are to get your development environment set up and to provide experience with building a simple class with a constructor and static main method.

1. [10] Open Eclipse and create a new project (File -> New -> Project -> Java -> Java Project) named “Assignment1” (keep all other default settings).

2. [30] Create a new class by right clicking the Assignment1 project in the Package Explorer and selecting New -> Class. Name the class “Adder” and keep all other default settings. Open the Adder class in the Eclipse text editor by double clicking Adder in the Package Explorer. Add to the class a constructor which takes two parameters of type double. Use private instance variables to store the values of the parameters with the constructed class instance.

3. [20] Add to the class an instance method named “evaluate” which has no parameters. The method should return the sum of the two arguments passed to the constructor of the instance.

4. [40] Add to the class a static main method which first prompts the user to input two values of type double. You may handle the inputs however you’d like provided that the user can input any value they’d like without modifying the code. For example, you could read from a file, pipe in the values, use command-line arguments, or prompt using System.in. The examples in the book and from the slides use java.util.Scanner.

After getting the input values, create an instance of your Adder class using these values. Finally, print the result of calling your adder instance’s evaluate method.

Zip the Assignment1 folder in your Eclipse workspace directory and upload the .zip file to Blackboard (see Assignment 1 assignment in the Course Documents area).