CS161: Introduction to Computer Science
Lab Assignment 2

For today's lab, you'll be practicing the following skills:

1. Declaring, initializing, and assigning to variables of type `int` and `double`

2. Basic arithmetic operations and expressions

3. Casting types

To get started, open BlueJ and create a new project called `lab2`. Make sure you create this new project inside your `cs161` directory.

Programming Questions

- Create a Java class called `Arithmetic` with a `main` method and complete exercise 2.11.

    - First, answer questions (a)-(q) on a sheet of paper.
    - Next, check that your answers are correct by copying the code from the book into the `main` method and inserting print statements.

- Click *here* to go to Weather Underground for Tacoma, WA. This website compiles a variety of climate data such as high and low temperatures, pressure, visibility, precipitation, etc.

    - Use the data provided on this website to perform arithmetic computations using the four operators: $+$, $-$, $*$, and $/$
    - Ideas include computing differences between high(est) and low(est) values, computing averages and standard deviations, converting between units (e.g. fahrenheit to celsius or fahrenheit to kelvin). Get creative and feel free to search for ideas of things to compute online.
    - Put your code inside a Java class called `Weather`. Print out your computations (along with explanations) to the screen.

Submitting your lab assignment

Please hand in your written answers for exercise 2.11.

You will be submitting the `lab2` folder that BlueJ created for you. This folder should contain your `Arithmetic` class and your `Weather` class. For instructions on how to submit your lab assignment to Moodle, please refer to lab 1 or your lab syllabus.