Announcements: Lectures, Discussions available at website. PLEASE DO THE INTRODUCTORY SURVEY! (it’s an OWL assignment, worth one point)
First programming assignment due Thursday at 5. Hand in through OWL: Under Assignments, comes up as “Chapter 1 Programming Problem”
You must call your class FirstProgram (what does this mean?)

Website: http://twiki-edlab.cs.umass.edu/bin/view/Moll121/WebHome


Here is the InfantTester code:

```java
public class InfantTester{
    public static void main (String[] args){
        Infant myKid = new Infant("Lizzie",4);
        int lizAge = myKid.getAge();
        System.out.println("my kid's name is " + myKid.getName());
        myKid.anotherMonth();
        System.out.println("my kid is now " + myKid.getAge() + " months");
    }
}
```

1. What’s the difference between myKid.getAge(); (L 5), and myKid.anotherMonth(); (L 7)
2. What are all those semicolons for?
3. At the beginning of L 7, what is the state of myKid?
4. What do tags Infant (L4), int (L5) mean?
5. What about the 2 “+” symbols on L 8?
6. What about squiggle match-ups;
7. Compare lizAge value with numerical value printed on L8.
8. Write a statement that creates an Infant object, called kid, with name “kyle”, age of 13.
9. Write a statement that increases the age of kid by 1.
10. Suppose you execute these statements:
    int year = 2009;
    year = year + 100;
    Afterward what is the value of year?
11. On L 4, what classes are involved in the construction of myKid? (How does control flow between classes inside this single statement??)
Here is the Infant class:

```java
public class Infant{
    private  String name;
    private int age;  // in months

    public Infant(String who, int months){
        name = who;
        age = months;
    }

    public String getName(){return name;}
    public int getAge(){return age;}
    public void anotherMonth(){age = age + 1;}
}
```

What changes if the constructor looks like this (below), and would you have to change InfantTester??

```java
public Infant(int months, String who){
    name = who;
    age = months;
}
```

What are its constituents – attributes, constructor, methods? What’s with the “// in months” add-on after age?

How do things change in each class if you want another attribute for the Infant class called “height”?

Here is a class file for the BookShelf class:

```java
public class BookShelf{

    String kind; // material, e.g. wood, etc
    private int shelfCount;
    private int width;
    private int books= 0; // books on shelf

    public BookShelf(String whatKind, int shelfCt, int w){
        kind = whatKind;
        shelfCount = shelfCt;
        width = w;
    }
}
```
Write a driver class (a tester class) that first makes two empty book shelves, then adds 40 books to the first one; then 30 books to the second one, then prints out the book counts on these two shelves. Next, have the driver move all of the books from the first shelf to the second shelf – this will take multiple statements!