GERMANNA
ACADEMIC CENTER
FOR EXCELLENCE

# ITP 120: How to Prepare and Submit a Java Project

It can be a challenge to learn how to begin an ITP 120 coding assignment and then determine how to submit it to an instructor. The purpose of this handout is to demonstrate how to create and obtain all the required documents needed to upload the project to Canvas to be graded. The handout is best viewed online to gain access to online links and resources.

Many ITP 120 instructors for the Java I course require students to create projects to demonstrate their understanding of chapter concepts. The common requirements for submitting programming assignments are:

- Pseudocode, which can be created in Word or PowerPoint
- Flowchart, which is include with your pseudocode
- Program code in a Java file
- Program code saved into a text file, which can be done in Word or Notepad
- Screenshot of your code and terminal window, which can be done with the snipping tool

Use the following links to navigate easily to specific sections:

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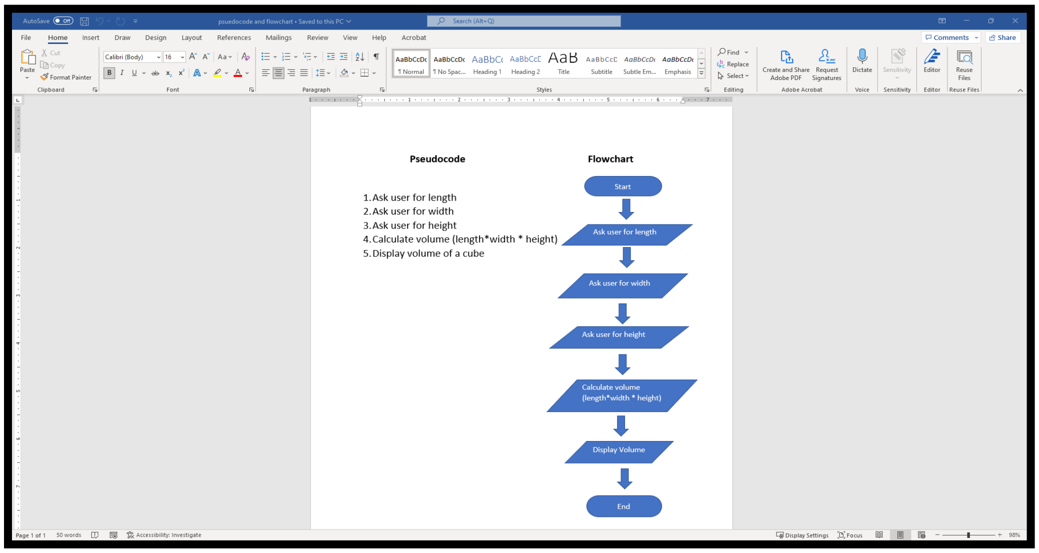
## Pseudocode and Flowchart

When creating any coding project, the first step is to create the pseudocode and flowchart. Both steps can be completed in a single Word document or PowerPoint presentation. An example of both has been provided in this Word document.



**Pseudocode**

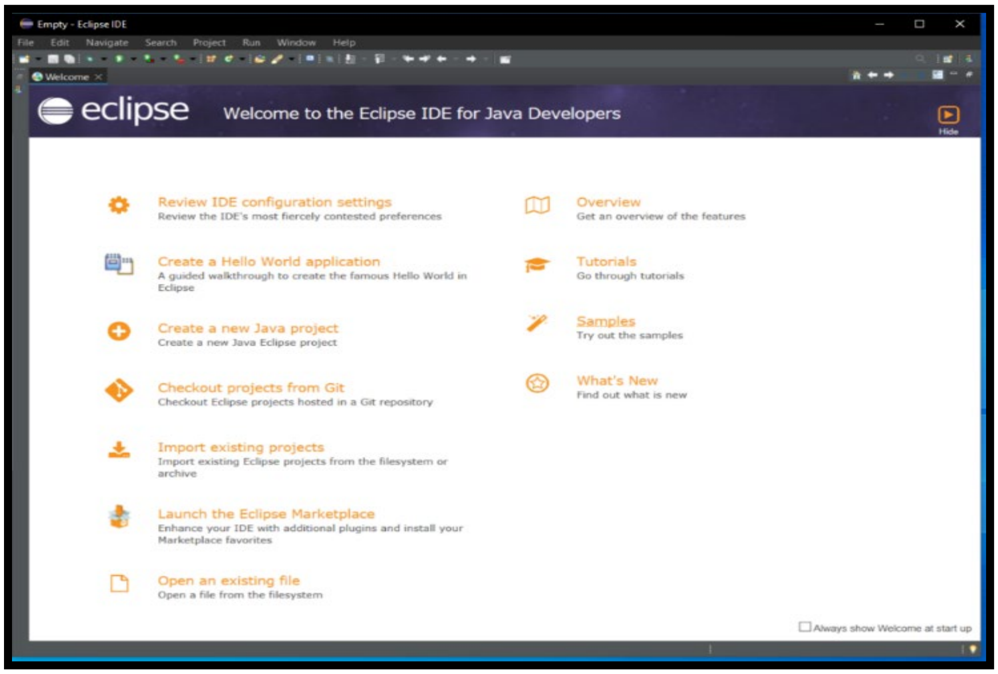
```
1. Ask user for length
2. Ask user for width
3. Ask user for height
4. Calculate volume (length*width * height)
5. Display volume of a cube
```

If more information about pseudocode and flowcharts is needed, please refer to the course materials or the ACE "Pseudocode and Flowchart" handout, which can be found on the Academic Center for Excellence (ACE) Helpful Handouts page.

## Writing Code

Once you have completed the pseudocode and flowchart, you are ready to begin writing the code. Many courses recommend that students use the Eclipse IDE; however, some professors allow online compilers.

The example below uses the Eclipse IDE to create a Java Project. If you do not have the Eclipse IDE, please refer to the ACE video guide to download the Eclipse IDE.


Empty - Eclipse IDE
File Edit Navigate Search Project Run Window Help
Welcome
eclipse
Welcome to the Eclipse IDE for Java Developers
Hide

Review IDE configuration settings
Review the IDE's most fiercely contested preferences

Create a Hello World application
A guided walkthrough to create the famous Hello World in Eclipse

Create a new Java project
Create a new Java Eclipse project

Checkout projects from Git
Checkout Eclipse projects hosted in a Git repository

Import existing projects
Import existing Eclipse projects from the filesystem or archive

Launch the Eclipse Marketplace
Enhance your IDE with additional plugins and install your Marketplace favorites

Open an existing file
Open a file from the filesystem

Overview
Get an overview of the features

Tutorials
Go through tutorials

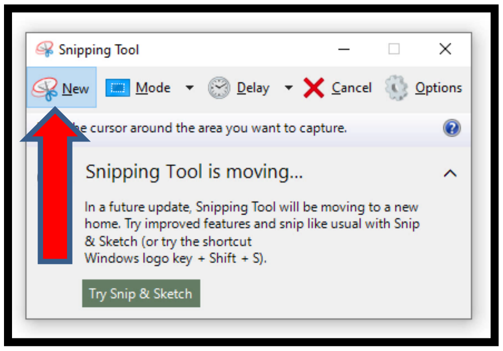
Samples
Try out the samples

What's New
Find out what is new

Always show Welcome at start up

## Screenshot

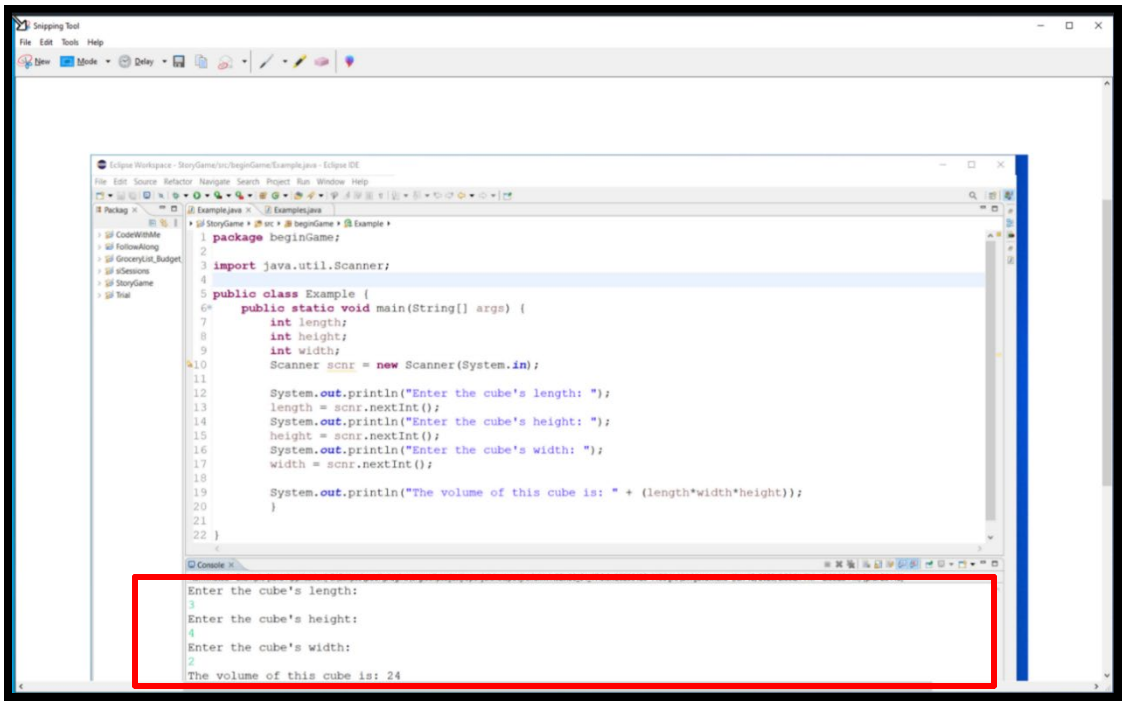
To obtain a screenshot of the assignment, you should use the snipping tool. When capturing the screenshot, ensure that it shows the working code.



…e cursor around the area you want to capture.

Snipping Tool is moving...

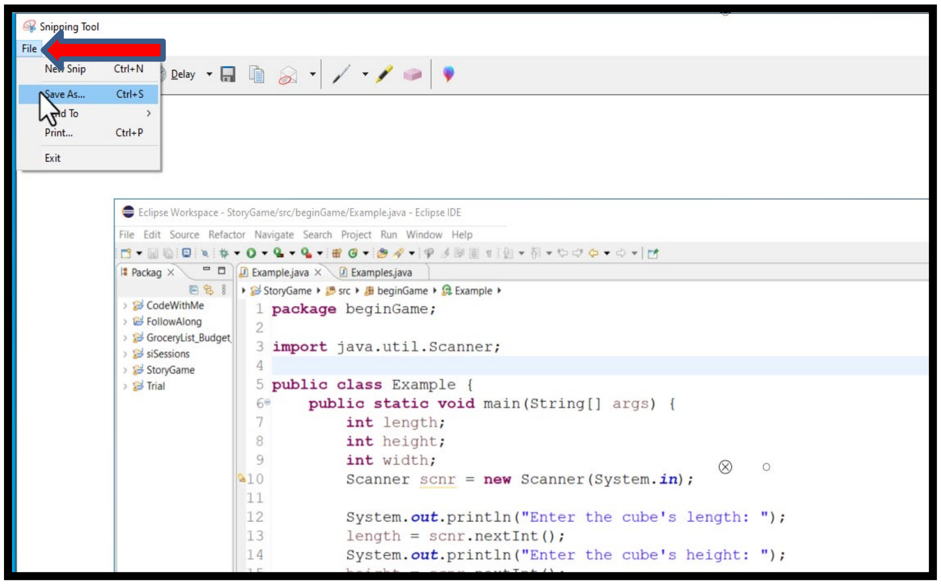
In a future update, Snipping Tool will be moving to a new home. Try improved features and snip like usual with Snip & Sketch (or try the shortcut Windows logo key + Shift + S).


Snipping Tool
File Edit Tools Help
New Mode Delay
Eclipse Workspace - StoryGame/src/beginGame/Example.java - Eclipse IDE
File Edit Source Refactor Navigate Search Project Run Window Help
Packag
CodeWithMe
FollowAlong
GroceryList_Budget
siSessions
StoryGame
Trial
Example.java
Examples.java
StoryGame › src › beginGame › Example ›
Console

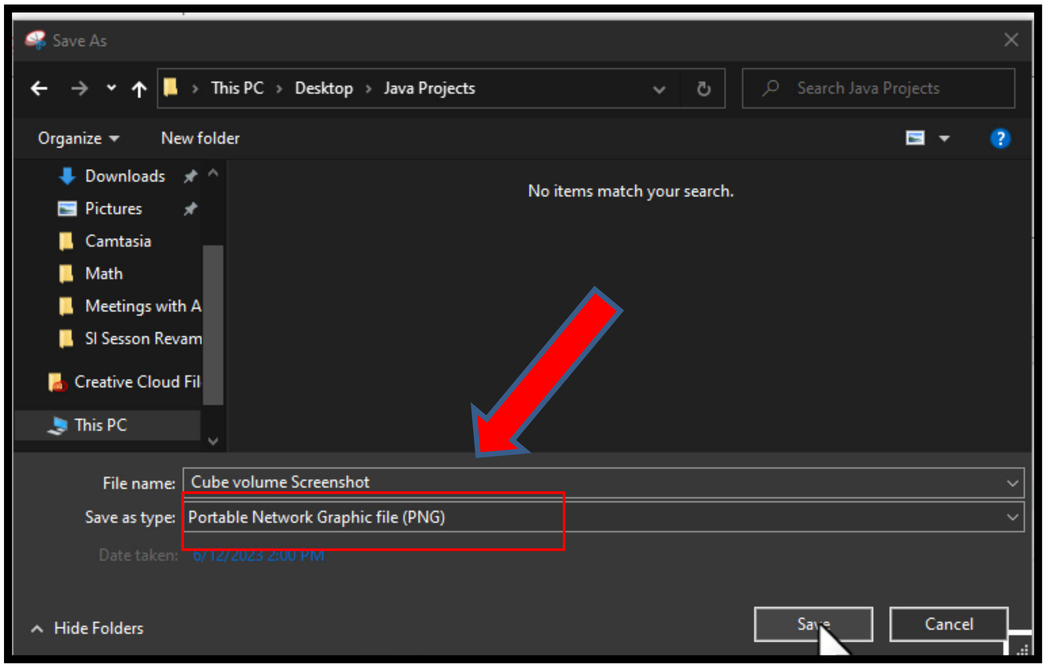
```
package beginGame;

import java.util.Scanner;

public class Example {
    public static void main(String[] args) {
        int length;
        int height;
        int width;
        Scanner scnr = new Scanner(System.in);

        System.out.println("Enter the cube's length: ");
        length = scnr.nextInt();
        System.out.println("Enter the cube's height: ");
        height = scnr.nextInt();
        System.out.println("Enter the cube's width: ");
        width = scnr.nextInt();

        System.out.println("The volume of this cube is: " + (length*width*height));
        }

}
```

```
Enter the cube's length:
3
Enter the cube's height:
4
Enter the cube's width:
2
The volume of this cube is: 24
```

After creating the screenshot, save the file to a location that is easy to access. To do this, click "File," "Save As," and create a file name that ends with either ".PNG" or ".JPEG."


Snipping Tool
File
New Snip Ctrl+N
Save As... Ctrl+S
Send To
Print... Ctrl+P
Exit
Delay
Eclipse Workspace - StoryGame/src/beginGame/Example.java - Eclipse IDE
File Edit Source Refactor Navigate Search Project Run Window Help
Packag
CodeWithMe
FollowAlong
GroceryList_Budget
siSessions
StoryGame
Trial
Example.java
Examples.java
StoryGame › src › beginGame › Example ›

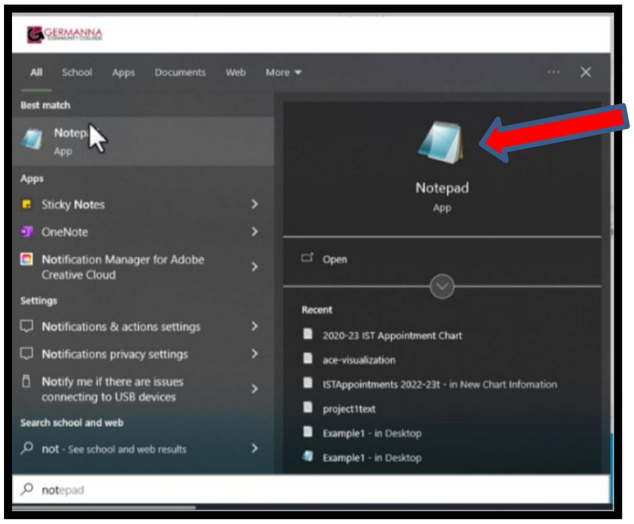
```
package beginGame;

import java.util.Scanner;

public class Example {
    public static void main(String[] args) {
        int length;
        int height;
        int width;
        Scanner scnr = new Scanner(System.in);

        System.out.println("Enter the cube's length: ");
        length = scnr.nextInt();
        System.out.println("Enter the cube's height: ");
```

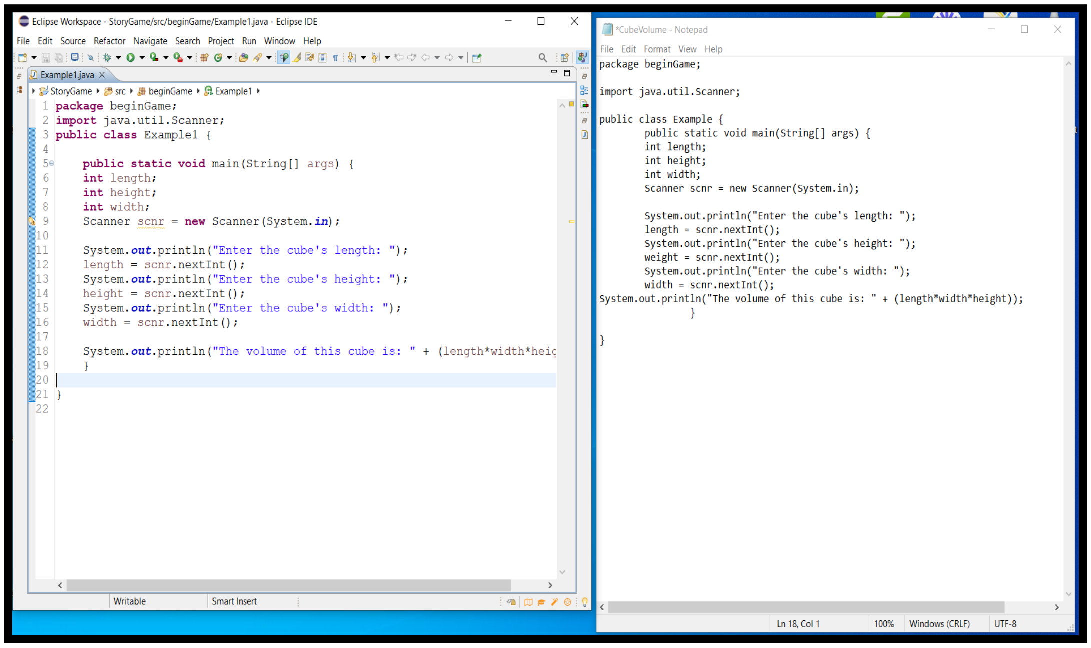


File name: Cube volume Screenshot
Save as type: Portable Network Graphic file (PNG)
Date taken: 6/12/2023 2:00 PM

### Text File

The next file needed is a text copy of the Java file. The contents can be copied from the IDE into any text editor, such as Notepad for Window systems or Text Edit for Mac users. To obtain a file, copy and paste the text from the Java file into the empty text document, and save the file with the .txt extension.


All
School
Apps
Documents
Web
More
Best match
Notepad
App
Apps
Sticky Notes
OneNote
Notification Manager for Adobe Creative Cloud
Settings
Notifications & actions settings
Notifications privacy settings
Notify me if there are issues connecting to USB devices
Search school and web
not - See school and web results
Notepad
App
Open
Recent
2020-23 IST Appointment Chart
ace-visualization
ISTAppointments 2022-23t - in New Chart Infomation
project1text
Example1 - in Desktop
Example1 - in Desktop
notepad


Eclipse Workspace - StoryGame/src/beginGame/Example1.java - Eclipse IDE
File Edit Source Refactor Navigate Search Project Run Window Help
Example1.java
StoryGame > src > beginGame > Example1 >
Writable
Smart Insert
*CubeVolume - Notepad
File Edit Format View Help
Ln 18, Col 1
100%
Windows (CRLF)
UTF-8

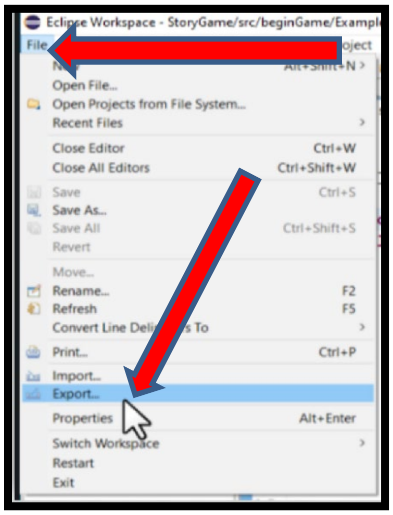
```
package beginGame;
import java.util.Scanner;
public class Example1 {

	public static void main(String[] args) {
	int length;
	int height;
	int width;
	Scanner scnr = new Scanner(System.in);

	System.out.println("Enter the cube's length: ");
	length = scnr.nextInt();
	System.out.println("Enter the cube's height: ");
	height = scnr.nextInt();
	System.out.println("Enter the cube's width: ");
	width = scnr.nextInt();

	System.out.println("The volume of this cube is: " + (length*width*heig
	}

}
```

```
package beginGame;

import java.util.Scanner;

public class Example {
        public static void main(String[] args) {
        int length;
        int height;
        int width;
        Scanner scnr = new Scanner(System.in);

        System.out.println("Enter the cube's length: ");
        length = scnr.nextInt();
        System.out.println("Enter the cube's height: ");
        weight = scnr.nextInt();
        System.out.println("Enter the cube's width: ");
        width = scnr.nextInt();
System.out.println("The volume of this cube is: " + (length*width*height));
                }

}
```

## Java File

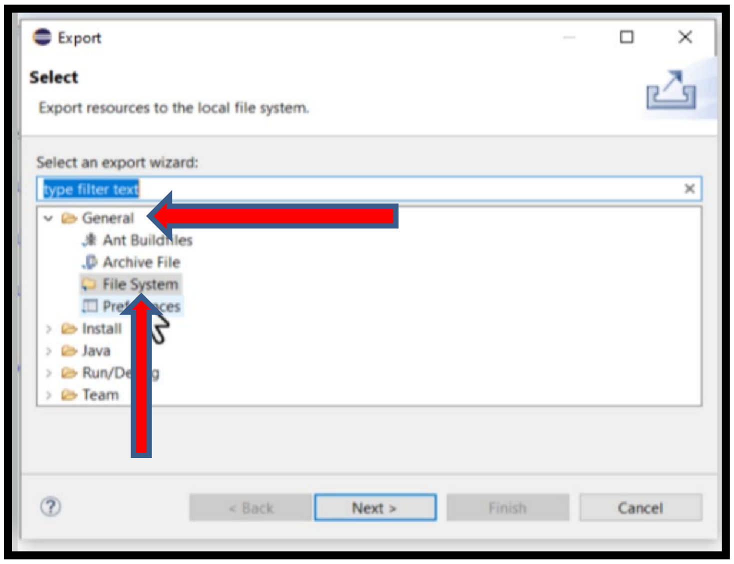
The last file that must be submitted is the Java file. How this file is obtained may vary depending on which compiler or IDE was used. These instructions will explain how to obtain the Java File from the Eclipse IDE.

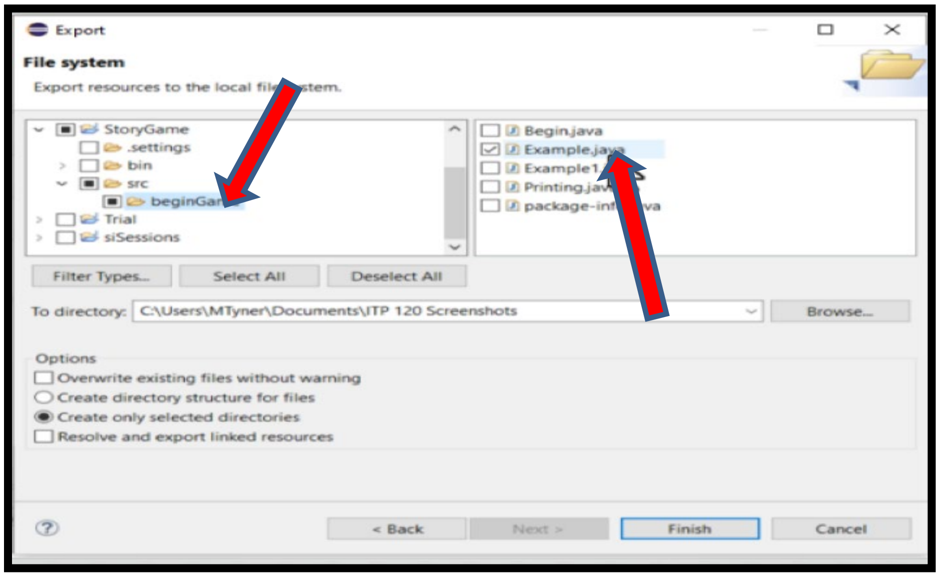
Go to "File" and select "Export."



Click the “General Folder.”

Then select “File Systems.” File Systems provides a source folder for the Java Project and allows the selection of the desired class files. Click the desired files and select where to have them stored by using the directory section.





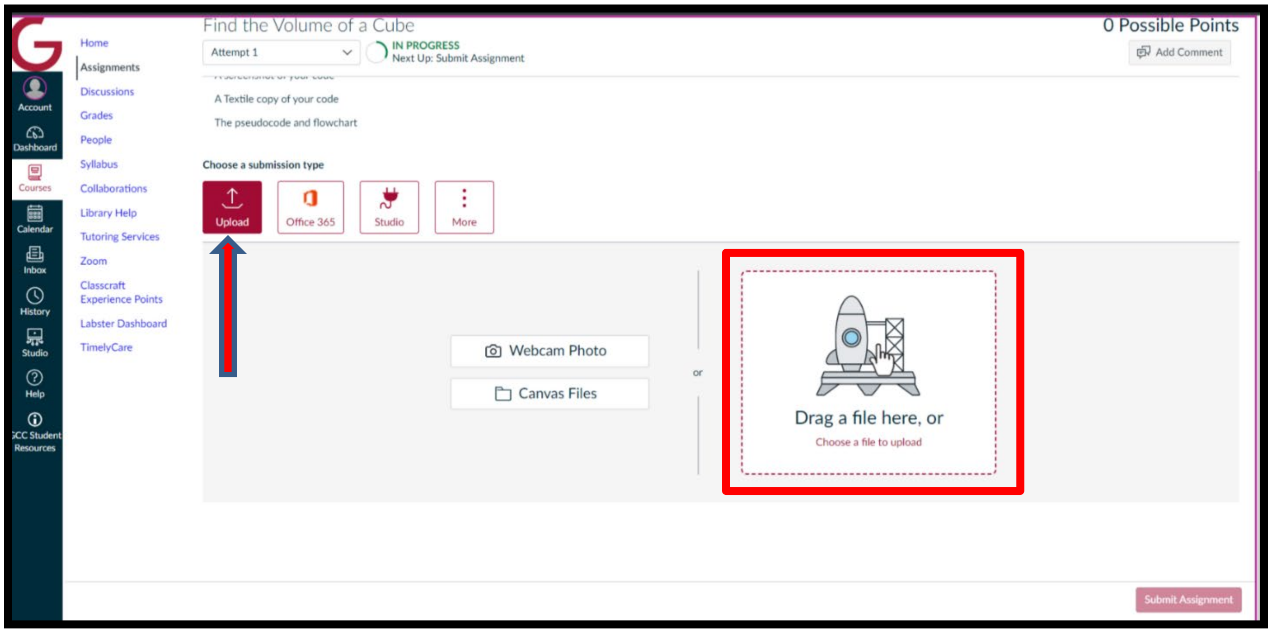
To directory: C:\Users\MTyner\Documents\ITP 120 Screenshots

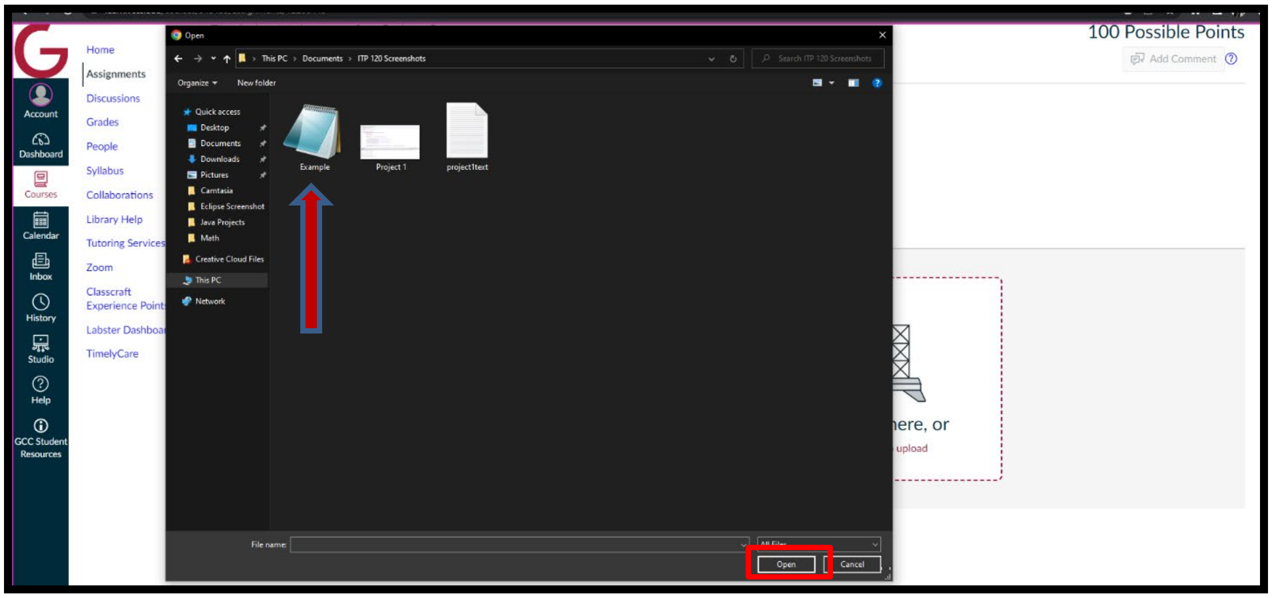
Options
- [ ] Overwrite existing files without warning
- ○ Create directory structure for files
- ● Create only selected directories
- [ ] Resolve and export linked resources

Tip: Make sure the file has been saved by opening the file directory and confirming that the files have been placed there.

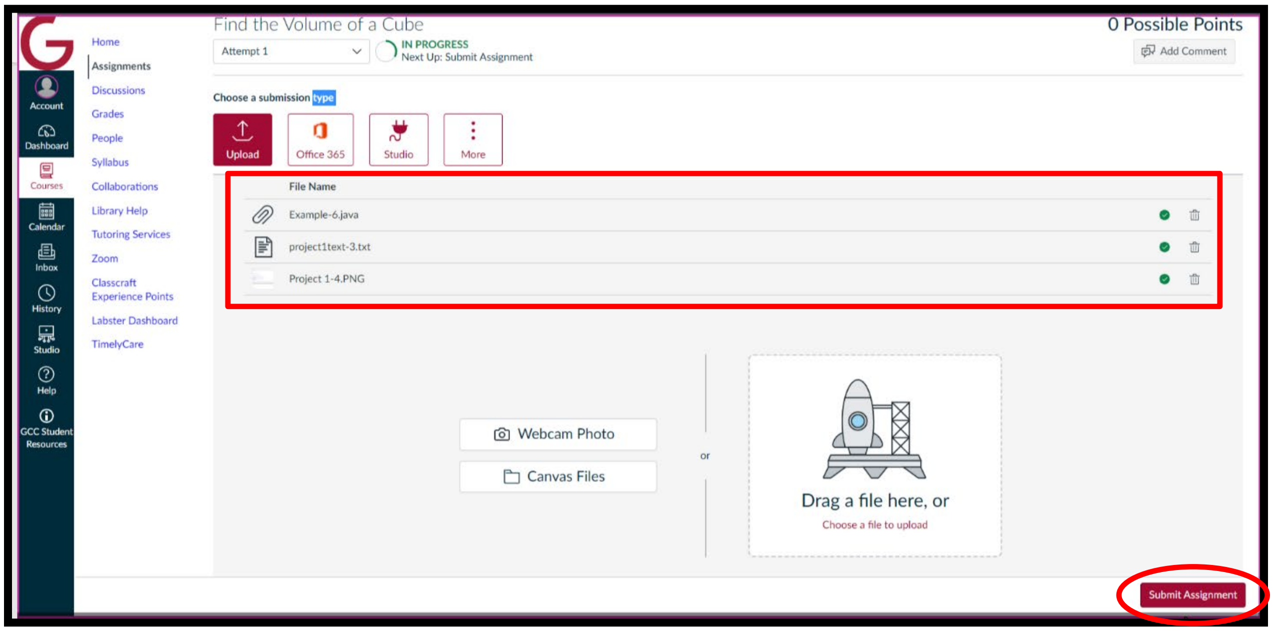
## Canvas Submission

To submit the files in Canvas, go to the project's submission page. Then, scroll down to the submission types at the bottom of the pane, and select "Upload." Then, click the image of the rocket, and navigate to where the project files are saved. Select one of the files for submission.





Once the file has been selected, it will begin uploading. The red bar will disappear when the upload is complete. To add additional files, refer to the beginning of the Canvas submission section.



Before submitting the assignment, make sure to have all the files needed. The files should contain the pseudocode, the flowchart, the screenshot, the programming code in a Java file, and the program code in a text file.

The Academic Center for Excellence (ACE) offers individual tutoring services in person and online. For additional assistance for Java Programming, please call (540) 891- 3017, or send an email to ACE@germanna.edu.