

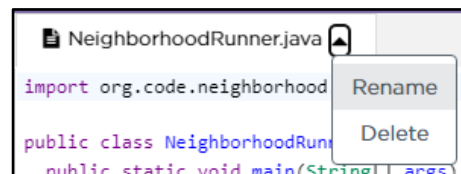
Name(s) _____ Period _____ Date _____

Activity Guide - Investigate: Working with Java Files



Instructions

Go to **Level 2** on Code Studio and answer the following prompts. Change one line at a time, then run the program after each change to observe the results.



1) Change the name of the file by clicking the arrow on the tab and choosing **Rename**. Enter **neighborhoodrunner** (all lowercase) for the file name, then run the program again. What happens when you run the program? Why do you think this happened? Change the name of the file back to **NeighborhoodRunner.java**.

2) Delete the word **class** from the line

public class NeighborhoodRunner

on **Line 3**. What happens when you run the program? Why do you think this happened? Add the word **class** back to the line of code.

3) What does the line

// Creates a Painter

do on **Line 6**? Do you see this text appear anywhere when you run the program?

4) Lines 6 and 20 are **comments**, which are text notes to explain the code or provide instructions. Add additional comments to explain what the code does. Write the comments you added to the code here.

5) Click the **Test** button. What is displayed in the **Console**? What does this tell you about the program?

6) Add the following code where indicated in the program, then run the program.

```
SOFIA.move();
```

What happens? Why do you think this happened?

7) Change the line you added to

```
sofia.move();
```

Does this fix the error? Why do you think this happened? Click the **Test** button again. What is the result?

