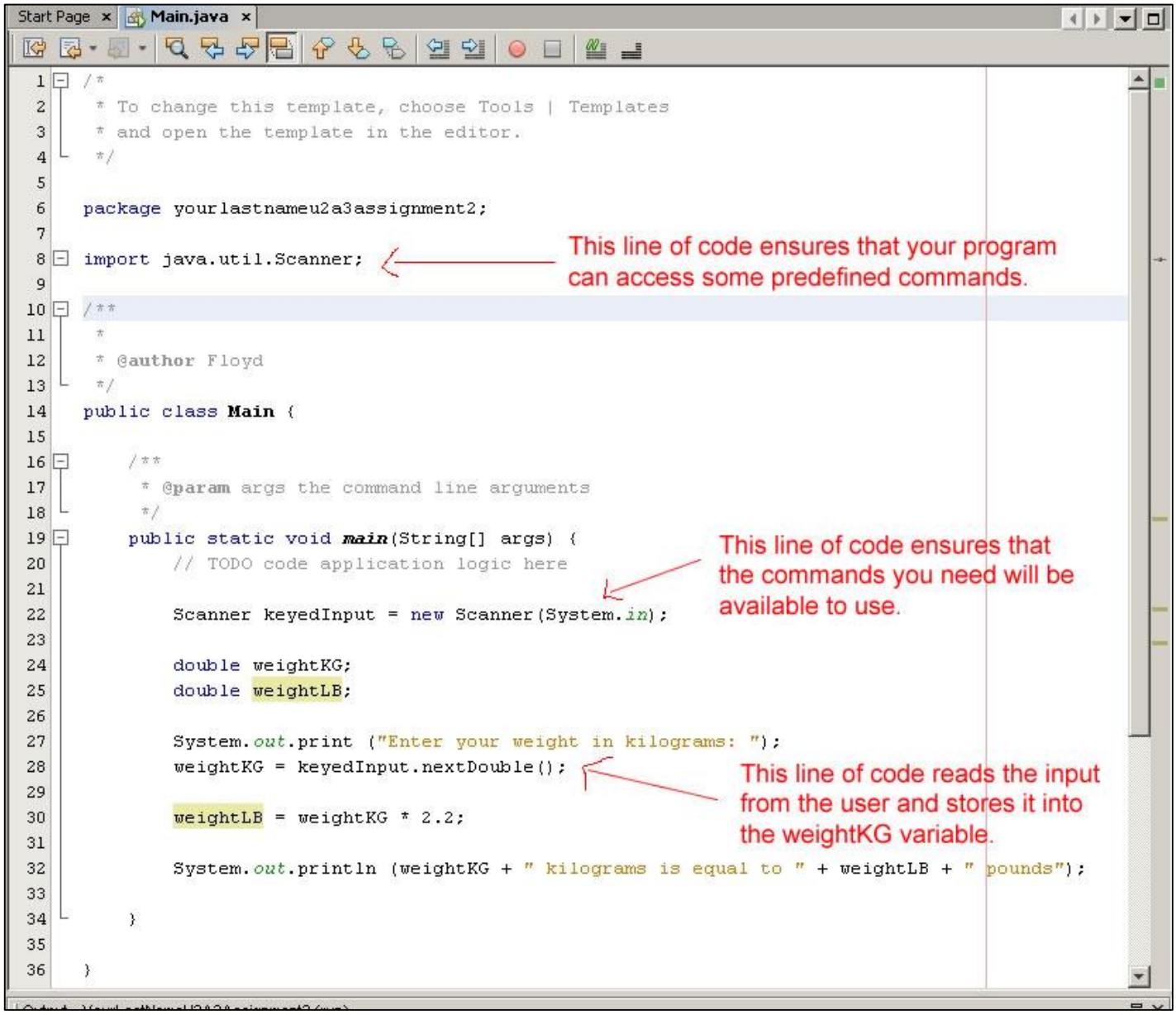
The Programming Environment and User Input

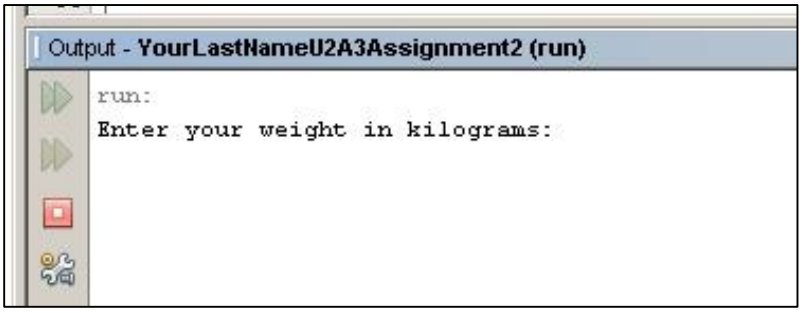
1. Open the **NetBeans IDE** and begin a new **JAVA Application** called **YourLastNameU2A3Assignment2**.

2. Add the lines of code indicated below:

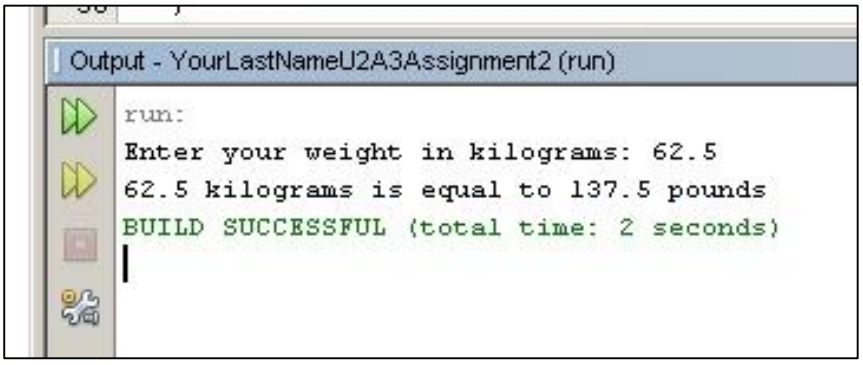



```
1  /*
2   * To change this template, choose Tools | Templates
3   * and open the template in the editor.
4   */
5
6  package yourlastnameu2a3assignment2;
7
8  import java.util.Scanner;
9
10 /**
11  *
12  * @author Floyd
13  */
14 public class Main {
15
16     /**
17      * @param args the command line arguments
18      */
19     public static void main(String[] args) {
20         // TODO code application logic here
21
22         Scanner keyedInput = new Scanner(System.in);
23
24         double weightKG;
25         double weightLB;
26
27         System.out.print ("Enter your weight in kilograms: ");
28         weightKG = keyedInput.nextDouble();
29
30         weightLB = weightKG * 2.2;
31
32         System.out.println (weightKG + " kilograms is equal to " + weightLB + " pounds");
33
34     }
35
36 }
```

3. Once you have added the necessary code, click the **Run Main Project** button or simply press **F6**. The output should prompt you to enter a weight in kilograms. Move your mouse to the end of the prompt and left click, you should now be able to enter a value:



4. Enter the value 62.5 and press Enter. The output generated should resemble the output below:



5. If the output is not as shown, or if your program does not run, then double check your code and make sure that you have included all the necessary components, and that they have been typed EXACTLY as shown.

6. Once you have generated the correct input, it would be a good idea to print the code for your program and keep it near you when you program from now on. This program contains a lot of important code that will help you in future programs. If you are working from home then it might be a good idea to post the code on a wall or even tape it to your computer monitor. If you are working from school then make sure you keep it with you for whenever you need to work on another program.