Introduction
The purpose of this lab is to introduce you to the fundamental concepts of computer hardware and software through the use of the Java programming language, the Java compiler, and the Java BlueJ IDE Environment.

I. Compiling and Executing a Program
- If you did not do that already, follow the (Getting Ready) steps in Lab 01 to create the folder structure needed for the assignments
- You must finish the requirements of Lab 01 before you work on this part.

II. Modifying an Existing Java Program
- In Hw01 project, create a new class named “PersonalHello2.java”.
- Copy the contents of the class that you created in Lab1 (PersonalHello.java) into that new class.
- Modify the code so that you prompt the user for his/her name and then display the name with the existing greeting.
- The output should be "Welcome to Computer Programming Name!" where name is the name that the user enters.

This is how you do it:
- To read input from the command line, a Scanner object must he used.
- To use a Scanner object, the Java package java.util must be imported.
- If you did not do that already, add the following line, before the class name, to the beginning of PersonalHello2.java:
  ```java
  import java.util.*;
  
  or
  import java.util.Scanner;
  ```
- Add the code shown below to PersonalHello2.java.

```java
public class PersonalHello2
{

    // Global constants --> None

    public static void main(String[] args)
    {
        // Local variables
        String name;     // Declaring a string to save user's name
        Scanner kb = new Scanner(System.in); // An object to get a value from the keyboard

        // Display program purpose
        System.out.println("This is my second program");

        // Get user input
        System.out.print("What is your name? ");
        name = kb.next();

        // Process --> No processing needed

        // Display results
        System.out.println("You have a nice name "+ name);

        // End program by a greeting
        System.out.println("Good bye!");
    }

    // End of main() method

    // End of PersonalHello2 class

```
- **Compile** and **run** your modified program using the steps outlined in Lab01 in the section entitled “Compiling and Executing a Program.”
- Make **screen shots** of the running program.
  - Use the “**Alt + PrtScn**” and “**Ctrl + v**” keys to take and paste the **screen shots** respectively.

### III. Resolving Syntax Errors
- If the program still contains errors, it will not execute unless all errors are removed.
- If you need help ask me or one of your classmates or myself.
- Make sure that the program runs correctly.

### IV. Saving and Submitting the Lab Exercise
- After you are done with both your lab and homework assignments for this week, compress (**Zip**) the project folder.
- Make sure that the extension is (.**zip**) **NOT** (.**rar**) and **NOT** (.**7z**) 
- Submit the compressed file through the Blackboard “**Assignment**” Section (**NOT** through email or messaging).

### V. Comments
Comments allow the programmer to document program logic within the source code.
- Add comments to document the logic of the program you created.
- From this point on, each of your programs should contain basic comments.
- Use the template to help you identify how and where you put your comments.