1 Create a New Project

Open BlueJ. Create a new project called hw1. Make sure this new project is saved inside of the cs161 folder you created during lab. (Refer back to lab 1 if you forgot how to create a new project in BlueJ). Again, if you navigate to your cs161 folder on your computer, you should see that BlueJ has created a new folder called hw1 and inside of this new folder will be all of the Java code you write for this assignment.

For all of your labs and assignments, each class should have a Javadoc comment at the top of the file that provides a description of the class (in complete sentences), your name, and the date.

2 Programming Questions

1. Create A Java class called Pictures that has a main method.
   (Note: These programming questions assume that you have finished the assigned reading through Section 1.4. If you have not done the reading, then stop and do that first.)

2. Complete programming project 1.6. Here is the description of project 1.6:

   [pp1.6] Use your imagination to come up with an interesting tree drawing. Your tree must be at least 20 lines long. You can refer to project 1.9 for an example of what it means to print something using asterisk characters.

   Here is the description of project 1.9:
   [pp1.9] Write a program that prints the following diamond shape. Don’t print any unneeded characters. (That is, don’t make any character string longer than it has to be)

   ```
   *
   ****
   *****
   *******
   *******
   ******
   *****
   ****
   *  
   ```

3 Submitting your assignment

Rename your hw1 folder hw1_firstName_lastName. After you have renamed your folder, zip (or compress) the folder and submit it via Canvas.