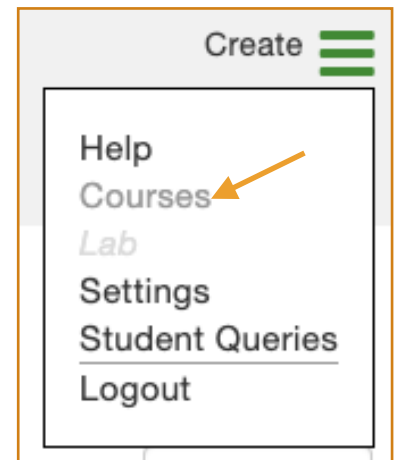


ACCESSING, USING AND MODIFYING YOUR CODELAB.

To access and modify your CodeLab, log in-- that will take you to the Courses area, where your CodeLabs are listed. (If already logged in and in another area, just click Courses in the 3-bar menu.)

Clicking Configure allows you to amend an astounding variety of global configuration options. To modify the course content, or set deadlines, or check student work, you need to load the course into your Lab area by clicking Go.

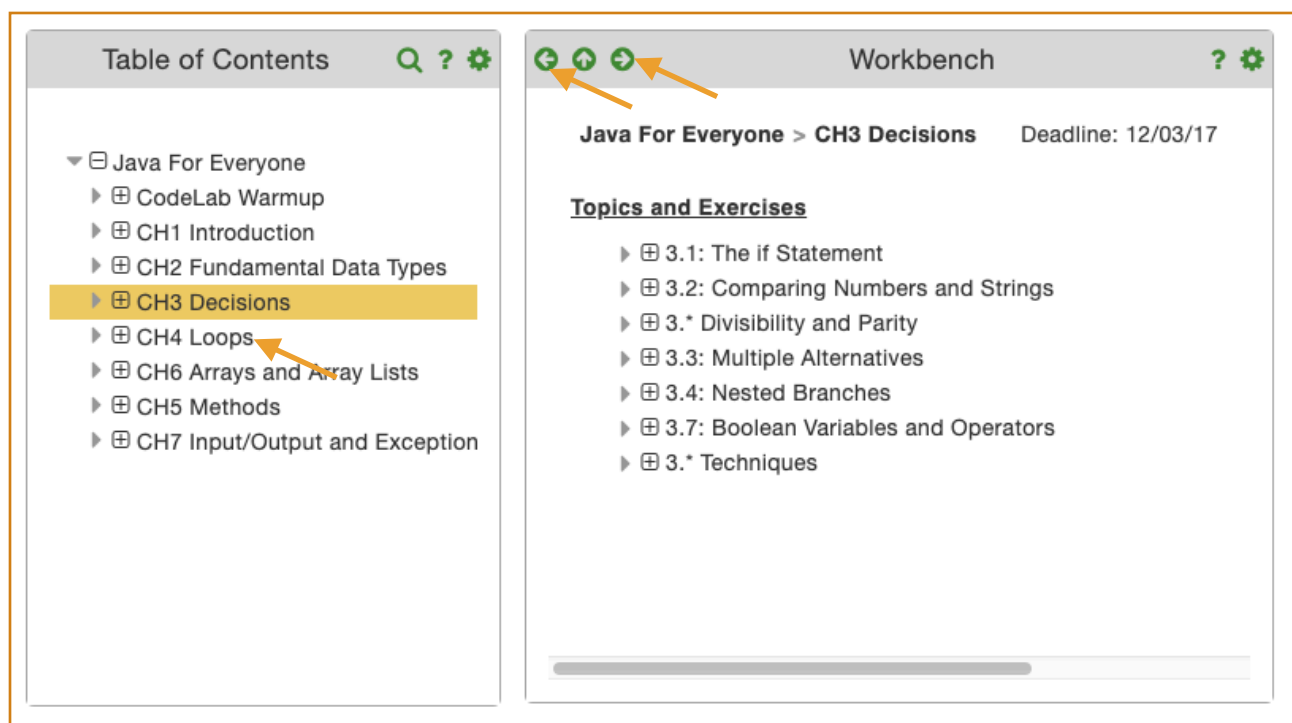


▼ Fall 2019

	CourseNNN	Course #	Title	Section #	Instructor	Language	Section Access Code		
Go	53281	INFO 1214	Programming Fundamentals	(0 students)	Ins	JAVA	FANS-27159-RTDA-42	Clone	Configure

Once you've loaded the course by clicking Go, you can experiment with the interface, which is nearly identical to what a student would see (except that students do not have solutions available nor do they have lock icons that allow them to unlock and modify the course).

Navigate using the Workbench arrows or using the TOC.



The screenshot shows the CodeLab interface. On the left is the "Table of Contents" with a search icon, question mark, and gear icon. It lists chapters from "Java For Everyone" to "CH7 Input/Output and Exception". "CH3 Decisions" is highlighted in yellow, and an orange arrow points to "CH4 Loops". On the right is the "Workbench" with navigation arrows (back, forward, search) and a question mark/gear icon. It shows the current course "Java For Everyone > CH3 Decisions" with a deadline of "12/03/17". Below this is a section titled "Topics and Exercises" with a list of sub-topics: "3.1: The if Statement", "3.2: Comparing Numbers and Strings", "3.* Divisibility and Parity", "3.3: Multiple Alternatives", "3.4: Nested Branches", "3.7: Boolean Variables and Operators", and "3.* Techniques".

Enter code to solve exercises and click submit.

Workbench

Java For Everyone > CH3 Decisions > 3.1: The if Statement > Simple if > Exercise: 20614 Ⓞ Deadline: 12/03/17 11:59pm EST

WorkArea Solutions

Instructions

Write a conditional that assigns the boolean value true to the variable fever if the variable temperature is greater than 98.6.

Submit Acting As: SELF History: (no submissions)

```
1 if (temperature > 98.6)
2 fever = true;
```

You can modify your CodeLab's organization by unlocking the TOC (click the little lock icon).

Table of Contents 🔒 🔍 ? ⚙️

Once unlocked, you can move content (topics and exercises) by selecting (or multi-selecting) TOC nodes and dragging and dropping. Double-clicking on topic and exercise labels lets you change them. The + in the tool bar above lets you add new topics, the x moves content to the TRASH. An undo/redo button pair is available. Changes made will not persist unless **SAVE** is clicked.

Table of Contents Save 🔒 🔍 ? ⚙️

+ x ↶ ↷

Add, delete, undo

Uncheck to omit

	Points
CodeLab Warmup	4
CH1 Introduction	21
CH2 Fundamental Data Types	126
CH3 Decisions	90
CH4 Decisions	38
CH5 Methods	46
CH6 Arrays and Array Lists	83
CH7 Input/Output and Exception ...	57
CH8 Object and Classes	65
CH9 Inheritance	47
CH10 Graphical User Interfaces	15
CH11 Advanced Graphical User I...	0
CH12 Object-Oriented Design	5
CH13 Recursion	29
CH14 Sorting and Searching	0
CH **: Regular Expressions	6
BASEMENT	268
TRASH	0
BLACKHOLE	0
REPOSITORY	301