

# CSCI 161: Introduction to Programming I

## Lab 1d: Surfin' on a Rocket I

### Goals

- to use the concepts of programming we have learnt so far

### Overview

1. Start a new **project** in Java – call it “Surfin\_On\_A\_Rocket”
2. Start a new **class** within the new project, call it “Rocket1” as below:



