Directions for each program: Make sure you give your program an appropriate name and format it so that it is readable. Your name and program title need to appear within a commented area at the top of the program.

program 1 | Name program | Write a program that displays your name inside a box on the console screen, like this:

```
+--------------+
|  Your name   |
+--------------+
```

program 2 | Face program | Write a program that prints a face, using text characters, hopefully better looking than this one:

```
   ///////
  |  o o |
 (|   ^  |)
  |  \_/ |
   ------
```

Use comments to indicate when you print the hair, ears, mouth, and so on.

program 3 | Christmas Tree program | Write a program that prints a Christmas tree:

```
     /\
    /  \
   /    \
  /      \
  --------
    "  "
    "  "
    "  "
```

Remember to use escape sequences to print the \ and " characters.

program 4 | Sum Integers program | Write a program that computes the sum of the first ten positive integers, $1 + 2 + \cdots + 10$
hint: Write the program in the form:

```
public class Classname
{
   public static void main(String[ ] args)
   {
      System.out.println( · · · · );
   }
}
```

program 5 | Sum Reciprocals program | Write a program that computes the sum of the reciprocals $1/1 + 1/2 + 1/3 + \ldots + 1/10$.
This is harder than it sounds. Try writing the program, and check the result. The program's result isn't likely to be correct. Then write the numbers as floating-point numbers, 1.0, 2.0, … 10.0, and run the program again. Can you explain the difference in the results? We will explore this phenomenon in Chapter 3.