

Introduction to Computer Programming (Java A)

Lab 4

[Objectives]

1. Learn how to use the *while* repetition statement to execute statements in a program repeatedly.
2. Learn how to use the *do...while, for* repetition statement to execute statements in a program.
3. Learn how to use the *switch* selection statements to choose among alternative actions.
4. Learn how to use the *break and continue* statements in a program.

[Exercises]

1. Write a program to print 9 x 9 multiplication table, by using the *while* repetition statement.

Notice: printf using %02d, "3" will be "03"; %2d, "3" will be " 3", with a blank space on the left.

Sample output:

```
1 * 1 = 1
1 * 2 = 2  2 * 2 = 4
1 * 3 = 3  2 * 3 = 6  3 * 3 = 9
1 * 4 = 4  2 * 4 = 8  3 * 4 = 12  4 * 4 = 16
1 * 5 = 5  2 * 5 = 10  3 * 5 = 15  4 * 5 = 20  5 * 5 = 25
1 * 6 = 6  2 * 6 = 12  3 * 6 = 18  4 * 6 = 24  5 * 6 = 30  6 * 6 = 36
1 * 7 = 7  2 * 7 = 14  3 * 7 = 21  4 * 7 = 28  5 * 7 = 35  6 * 7 = 42  7 * 7 = 49
1 * 8 = 8  2 * 8 = 16  3 * 8 = 24  4 * 8 = 32  5 * 8 = 40  6 * 8 = 48  7 * 8 = 56  8 * 8 = 64
1 * 9 = 9  2 * 9 = 18  3 * 9 = 27  4 * 9 = 36  5 * 9 = 45  6 * 9 = 54  7 * 9 = 63  8 * 9 = 72  9 * 9 = 81
```

2. Create a class called `GuessingNumber`. In the main method, you should generate a random integer `magicNum` between 0 and 9, then keep asking the user to input an integer between 0 and 9 until the input number is equal to the attribute `magicNum`. When the input number is greater than the attribute `magicNum`, the method should output "Too big!Please try again:". When the input number is less than the attribute `magicNum`, the method should output "Too small!Please try again:". Then the method wait for the user to input a new integer. When the input number is equal to the attribute `magicNum`, the method should output "Congratulations!" and terminate.

Sample code:

```
import java.util.Random;

public static void main(String[] args) {

    Random random = new Random();
    int magicNum = random.nextInt(10);
    int inputNum;
    Scanner sc = new Scanner(System.in);

    System.out.println("Please input an Integer in
{0,1,2,...,9}:");
    inputNum = sc.nextInt();

    while( ){// to finish it
        if ( ){// to finish it
            System.out.println("Too big!Please try again:");
        }
        else
            System.out.println("Too small!Please try again:");
        inputNum = sc.nextInt();
    }

    System.out.println("Congratulations!");
    sc.close();
}
```

Sample output:

```
Please input an Integer in {0,1,2,...,9}:
3
Too small!Please try again:
5
Too small!Please try again:
7
Congratulations!
```

3. Calculate the value of π from the infinite series

$$\pi = 4 - \frac{4}{3} + \frac{4}{5} - \frac{4}{7} + \frac{4}{9} - \frac{4}{11} + \dots$$

Input an integer n which represents the number of terms in the formula above. It is more precise when n is bigger. Use *do...while* or *while* repetition statements to compute the value of π .

Sample output:

```
Please input n:
10000
The estimatioin of Pi is 3.141498
```

Modify your program as follows:

Input a double value which represents a precision threshold. Your program should terminate when the difference between two successive iterations is smaller than the precision threshold. Print the value of π , and the iteration numbers.

Sample output:

```
Please input the precision:
0.0001
The estimatioin of Pi is 3.141547
It computed 19998 times
```

Tips: use `Math.abs()`

4. Rewrite exercise 3 above. Use *for* repetition statements to estimate the value of π , according to the specified number of iterations and precision threshold.

Think about this: when to use *for* and when to use *while*?

Calculate the value of π from the infinite series

$$\pi = 4 - \frac{4}{3} + \frac{4}{5} - \frac{4}{7} + \frac{4}{9} - \frac{4}{11} + \dots$$

(1) Input an integer n , which represents the number of terms in the formula above. The estimated value is more precise when n is bigger.

(2) Input a double value, which presents a precision threshold. Your program should terminate when the difference between two successive iterations is smaller than the precision threshold. Print the value of π , and the number of iterations.

5. Rewrite exercise 3 in lab3. Use *switch* to calculate the GPA according to the following table.

Grade	GPA
100~90	4.0
89~80	3.0
79~70	2.0

69~60	1.0
59~0	0

Write a program to calculate the GPA of a student according to the method used by SUSTech. The user can input the credit and score of each course. The process should continue until the user inputs “-1”. After receiving all inputs, the program outputs the final GPA of the student.

Think about this: when could ‘*if...else*’ be replaced by *switch*?

Sample output

```
3 95
2 89
3 77
3 67
1 95
-1
final gpa is 2.6
```

6. There are 30 or 31 days in a month except February. There are 28 days in February in a common year, and 29 days in a leap year. Write a program to input year and month by command line and show the days of this month using *switch*.

A year is a leap year if it is:

- (1) divisible by 4, but not divisible by 100;
- (2) or divisible by 400;

Please use “*DaysofYearMonth*” as the class name and “*DaysofYearMonth.java*” as the file name.

The template code is given to you as follows:

```
public class DaysOfYearMonth {

    public static void main(String[] args) {
        int year = Integer.parseInt(args[0]);
        int month = Integer.parseInt(args[1]);
        String monthName = "";
        int days = 0;
        boolean isLeapYear = false;
        if ( /*fill in the checking case here */ ) {
            isLeapYear = true;
        } else {
            isLeapYear = false;
        }
        switch (month) {
            /* fill in every cases below */

```

```

        case 1:
            days = 31;
            monthName = "January";
            break;
        case 2:
        case 3:
        case 4:
        case 5:
        case 6:
        case 7:
        case 8:
        case 9:
        case 10:
        case 11:
        case 12:
        default:
            System.out.println("error!!!");
            break;
    }
    System.out.printf("%s of %d has %d days.\n", monthName, year,
days);
    }
}

```

Sample inputs and outputs:

```

D:\CS102A>java DaysOfYearMonth 2019 3
March of 2019 has 31 days.

D:\CS102A>java DaysOfYearMonth 2019 2
February of 2019 has 28 days.

D:\CS102A>java DaysOfYearMonth 1900 2
February of 1900 has 28 days.

D:\CS102A>java DaysOfYearMonth 2000 2
February of 2000 has 29 days.

```

7. Recall the 9 x 9 multiplication table in the previous lab. Modify the program so that
- The program can display a multiplication table of any given size in [1, 9].
 - The program keeps running until the user inputs 0.
 - The program will warn users for invalid inputs.

Try to use *break* and *continue* statements to complete the task.

Sample output:

```
Please input a number to print the Multiplication Table [0 to terminate]:
-4
Please input a number between [1,9]
Please input a number to print the Multiplication Table [0 to terminate]:
1
1 * 1 = 1
Please input a number to print the Multiplication Table [0 to terminate]:
3
1 * 1 = 1
1 * 2 = 2 2 * 2 = 4
1 * 3 = 3 2 * 3 = 6 3 * 3 = 9
Please input a number to print the Multiplication Table [0 to terminate]:
9
1 * 1 = 1
1 * 2 = 2 2 * 2 = 4
1 * 3 = 3 2 * 3 = 6 3 * 3 = 9
1 * 4 = 4 2 * 4 = 8 3 * 4 = 12 4 * 4 = 16
1 * 5 = 5 2 * 5 = 10 3 * 5 = 15 4 * 5 = 20 5 * 5 = 25
1 * 6 = 6 2 * 6 = 12 3 * 6 = 18 4 * 6 = 24 5 * 6 = 30 6 * 6 = 36
1 * 7 = 7 2 * 7 = 14 3 * 7 = 21 4 * 7 = 28 5 * 7 = 35 6 * 7 = 42 7 * 7 = 49
1 * 8 = 8 2 * 8 = 16 3 * 8 = 24 4 * 8 = 32 5 * 8 = 40 6 * 8 = 48 7 * 8 = 56 8 * 8 = 64
1 * 9 = 9 2 * 9 = 18 3 * 9 = 27 4 * 9 = 36 5 * 9 = 45 6 * 9 = 54 7 * 9 = 63 8 * 9 = 72 9 * 9 = 81
Please input a number to print the Multiplication Table [0 to terminate]:
0
```