CSC 1051 - Lab 11

Objectives:
Get some practice with loops.

Assignment:

1. Think about the following exercise from Lab 4 and determine which is the best kind of loop for each of the cases:

   *We need to write programs that finds the largest (maximum) of some numbers input through the keyboard. The variations we considered were:

   a) We know in advance how many numbers there will be.
   b) We don't know how many there will be, so we prompt the user after each number is scanned, to find out if there are more.
   c) We don't know how many there will be, but we also don't want to prompt after each number. Instead, we use a -1 (or some other value) to signal the end of input.

Choose one type of loop (while, do, for) to implement each of these programs. Include a discussion about your choice in the comments of your program.

2. (Optional) Section 6.6 in the textbook shows an example of using dialog boxes defined in javax.swing library. Modify your programs above, so that the input/output happens through dialog boxes.

3. You will be assigned the “Halloween” class of a classmate (it might be called Ghost or Pumpkin or something like that – we will refer to this class here as the “Halloween class”). Study this class, and try to understand how to use it and what it can do for you. You can consult with your classmate if you have questions. You may also need to help someone else who is using your Halloween class.

   a) Create a panel and a driver that uses the Halloween class to display ten objects of that class. It is ok if all the objects look the same, but you should draw them using a loop.

   b) Once you have this working, modify the Halloween class to include another constructor that has only x and y parameters – and sets everything else (including colors) randomly. Substitute the use of this constructor in your panel class from (a), so that the objects all come out looking (randomly) different.

4. Problem PP6.7 (this one is trickier than it seems, but fun!)