Objectives:
Practice using `switch` statements; `do` and `for` loops; and explore the use of dialog boxes (JOptionPane)

1. Practice using for-loops
Write a program to input 10 positive numbers and print their maximum. Use a for-loop.

2. Practice using dialog boxes and do loops
Run `EvenOdd.java` and get familiar with how it works. Modify it so that it performs the function of the GPA calculator (from Lab 4b – version that asks each time whether to repeat). You will need to modify the prompts and other interaction (for example, "Enter quality points: " instead of "Enter an integer: ") and to input an additional number for the credits.

3. Practice using switch statements
Write a program to input a number $n$ that symbolizes a version of the Mac OS X 10.$n$ software. Output the name of that version of the Mac OS X 10.$n$ software. For example, if the user inputs 8, then the program should output "Mountain Lion."
[You will need to do a little googling to find the names of the different mac software. They run from 1-10 and most of them are cats, but more recently they are joined by mountains.]

4. Practice using nested for-loops – similar to `Stars.java`

a) Write a program to input number $n$ and have it print a grid of $n \times n$ asterisks. For example, if the input is 4, your program should display:

```
****
****
****
****
```

b) Write a program to input number $n$ and have it print a triangle of $n \times n$ asterisks, with a number preceding each line, giving the number of asterisks in that line. For example, if the input is 5, the program should display:

```
1 *
2 **
3 ***
4 ****
5 *****
```

c) Repeat the above exercise, modifying to create the upside down triangle.

```
5 *****
4 ****
3 ***
2 **
1 *
```