Lab 10

Name:___________________________ Checked:_____

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.]

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×n asterisks. For example, if the input is 5, your program should display:
   ****
   ****
   ****
   ****
   ****

b) Write a program to input number n and have it print a triangle of n×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  ***

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