Lesson 17 Coding Activities

Download the zipped .java starter files with the program templates, and use them in DrJava or an IDE of your choice, to get a head start on the activity.

Come to the forum with your questions and to share your test cases.

1. Write a program that will input a list of test scores in from the keyboard. When the user enters -1, print the average.

    What do you need to be careful about when using -1 to stop a loop?

    Sample Run:
    ```
    Enter the Scores:
    45
    100
    -1

    The average is: 72.5
    ```

2. Ask the user for two numbers. Print only the even numbers between them, you should also print the two numbers if they are even.

    Sample Run 1:
    ```
    Enter two numbers:
    3
    11

    4 6 8 10
    ```

    Sample Run 2:
    ```
    Enter two numbers:
    10
    44

    10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44
    ```