ADNAN MENDERES UNIVERSITY
CSE 203 Object-Oriented Programming

Lab 01

- Download / Install Eclipse.
- You should submit **ONLY solutions of homework**. Submit one project file in zipped format and named project file as *studentNo_NameSurname_Assignment1*.
- Late submissions are not allowed.
- You should do homework **YOURSELF**. Group working is not allowed.
- Copy homework will be evaluated as 0.
- **DO NOT upload a screenshot or something else.**
- Use Google Classroom for your questions. Do not send private messages.

HOMEWORK

1- Write a java program to play a *game*. The program should generate a random number between 1 and 200. The player inputs his/her guess and the program should give a response as:

- "please enter a higher number",

- "please enter a lower number" or

- "you guessed the number after *n* attempts".

Note: Use "*while loop*"

Sample run:

```
Inputs      Outputs

50

        Please enter a higher number

70

        Please enter a higher number

92

        Please enter a lower number

85

        You guessed the number after 4 attempts.
```

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2- Print following hourglass figures using
  loops,
  System.out.print("*"),
  System.out.print(" "),
  System.out.println( ) according to user input. Note that figure shows difference according to user's even/odd input. Program continues to ask user input until user pressed "q"
  <u>Sample run</u>

```
Enter initial star number: 10
 **********
   ********
    ******
     ****
      **
      **
     ****
    ******
   ********
 **********
Enter initial star number: 5
 *****
  ***
   *
  ***
 *****
Enter initial star number: q
Program Terminates
```

3- Suppose that a game consists of many subgames. Each subgame has different challenge level between 1 to 4. When subgame is completed, player gets point according to subgame's challenge level which is shown in given table below. Subgames can be played many times. Player get points for each play. Initially game player has 200 points.

Subgame's Challenge Level	Point
1	90
2	120
3	250
4	300

Write a java program that gets number of playing for each subgame level as an input, calculates player's point and prints player's point. In the sample run, result will be:

(90*1) + (120*1)+ (250*1) +(300*2)+ 200= 1260

Sample Run:

```
Enter playing number of subgame challenge level #1: 1
Enter playing number of subgame challenge level #2: 1
Enter playing number of subgame challenge level #3: 1
Enter playing number of subgame challenge level #4: 2
Player's point: 1260
```