

تمارين اليوم الثاني

التمرين الاول

Rock, Paper and Scissors

Follow these steps:

- Create a new file called rockPaperScissors.java
- Write a program that allows the user to play rock, paper, scissors.
- The program should randomly generate a number (0, 1 or 2), which represents scissors, rock and paper, respectively. (Hint: look up Math.random)
- The program should then prompt the user to enter a number (0, 1 or 2).
- Once the user has entered their number, the program should inform them whether they win, lose or draw.
- The rules of the game are as follows:
 - Scissors beats paper
 - Rock beats scissors
 - Paper beats rock

التمرين الثاني

Follow these steps:

- Create a new file called averageNumber.java
- Write a program that determines how many positive and negative integers have been entered and calculates the total and average of all the entered numbers.
- Firstly, ask the user to enter any number of integers. The user should enter 0 to indicate the end of their input.
- The program should then determine the number of positive and negative integers entered by the user, and print out the result.
- The total of all integers entered as well as the average should then be calculated and displayed.

التمرين الثالث

Follow these steps:

- Create a method that takes an integer array argument and removes all duplicates from the array.
- Test your method by calling it from the class main method with an array argument comprising the following elements:
20,100,10,80,70,1,0,-1,2,10,15,300,7,6,2,18,19,21,9,0.
- Print the array before and after calling the method.
- Compile, save and run your file.