CSC 210 Intro to Computer Programming
Assignment Three

Assigned : February 13th, 2016
Due : February 19th, 2016 @ midnight
Total Points: 45 Points

For this assignment you will write an interactive java program for a BMI (Body Mass Index) calculator.

Please name your project BMICalculator

Your program should do the following:

1. (10 Points) Prompt/Ask the user for (Using the Scanner class):
   a. His/her first and last name. Use the *String* data type in this step.
   b. His/her height inches. Use the *int* data type for the variable in this step
   c. His/her weight in pounds. Use the *double* data type for the variable. (You can assume that the user always provides a valid input. That is, numeric values for steps b and c, and alphabetical string for step a.)
2. (10 Points) Using this information to compute the BMI with the formula:

   BMI = wieght(lb) / (height(in) * height(in)) * 703

   This variable should have data type double
3. (5 Points) Display the computed BMI along with other information as shown below:

```
Name   : ________ _________
Height : ________ ft, _______ in
Weight : ________ lb
BMI    : ________
NOTE the dashed lines will be replaced with the inputted and calculated values.
You will print ONE of the BMI categories bases on the calculated BMI.
```

4. (5 Points) When displaying the BMI category ONLY show one of the following:
   - BMI Categories:
     - Underwieght <= 18.5
     - Normal weight = 18.5-24.9
     - Overweight = 25-29.9
     - Obesity = BMI of 30 or greater
5. (7 Points) Include comments wherever appropriate

6. (8 points) Your program needs to execute/run without errors.

7. Example Output:

```
run:
Enter your name: Gumbi
Enter height(inches): 56
Enter weight: 120

 End user Input

Name   : Gumbi
Height : 4       ft, 8   in
Weight : 120.000 lb
BMI    : Overweight
BUILD SUCCESSFUL (total time: 8 seconds)
```

8. Submission: Please submit a java source file with the following name: BMICalculator.java . Upload your file to ilearn under Assignment Three Turn-in. Please DO NOT submit pngs (pictures) of your source code, or copy and paste your source code into a word or text document and turn it in.