Computer Programming   NAME:_____

DATE:_____   PER:_____

Mr. Lipsky

Assignment 5
Classroom Controller

Create a program that allows your user to control a classroom. Import both the Classroom class and an Easy Reader and use the two together to allow the user to make a selection from the following main menu and make it work:

If the user chooses A, the program will prompt the user for an integer and add that many students to the room. (Think about how to use loops for this.)

If the user chooses R, the program will prompt the user for an integer and remove that many students to the room (if the number exceeds the number of students in the room, the room will remain at zero)

If the user chooses L, the program will prompt the user for an integer and turn on that number light. The program may only accept a valid light number (1, 2 or 3).

If the user chooses O, the program will prompt the user for an integer and turn off that number light.

If the user chooses Q, the program will quit.

Other options should be provided to fit in with the other features of your classroom.

For a 70: The menu runs and "A" works perfectly
For an 85: Features A, R, L, and O work perfectly.
For a 100: A, R, L, O, and Q work perfectly
For a 110: The program has special features that all work perfectly as well as all the regular features.