

Lab Tutorial 2

To pass this exercise you must:

- Complete the exercise below
- After completing the task, create a zip file and submit the file to canvas for assessment
- Discuss your work with your tutor for feedback
- Submit by the end of the tutorial or submit it by **due date Sunday** of this tutorial week

Exercise

Your task is to implement a class to convert from Australian Dollars (AUD) to South African Rand (ZAR). The exchange rate is 1 AUD to 9.91 ZAR.

An algorithm to do this is as follows:

- declare a final double variable for the ZAR exchange rate and initialise it to 9.91
declare a double variable for the AUD amount to be provided
- declare a double variable for the ZAR amount to be calculated
- declare and create a Scanner object and initialise it (see this week's lecture notes)
- ask the user how much money in Australian dollars they wish to exchange
- obtain this amount from them using `sc.nextDouble()` and store the result in the relevant variable
- calculate how many South African Rand this is worth by multiplying by the exchange rate and store the result in the relevant variable and
- tell the user how many South African Rand they would receive for the amount of Australian dollars they indicated.

Save, compile and execute (run) the program to test it. Keep working on the program until it is free from errors. A sample execution is shown below:

```
Enter the amount of money in AUD: 35.75
AUD35.75 is worth ZAR354.2825
```

Submission

Submit your zipped single java source file to canvas for assessment.

Marking scheme

1. A proper class header comment, which has the following information (3 marks)
 - a) javadoc comment beginning with `/**` and end with `*/`
 - b) purpose of the class, for example: Tutorial 2: Converts Australian dollars to South African rand.
 - c) `@author` your name and id information
 - d) `@version` version number and/or date
2. The program works as required (4 marks)
3. Readability: name conventions (variable name, constant name, class name), meaningful names, indentation, comments for each variable (3 marks)