

**Course Experiment Report**

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| **Course:** | Java Programming Language | | | | | | |
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| **Semester:** | 1-18th | **week** | 2nd | **year** | | 1st | **term** |
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| **Major:** | Software Engineering Class | | | | | **Class:** | 2017 |
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| **Student name:** |  | | **Student No.:** | |  | | |
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| **Teacher:** | Wang Xiaomeng | | | | | | |

College of Computer and Information Science

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| Project | Controlling Execution | | |
| Time |  | Type | □Verification □Design □Synthetical |
| **1. Objective**  Through this training, to grasp selection and looping statements, and understand how to program with them.  **2. Requirement**  Programming the following exercise  **Problem 1:** Point in a circle?        **Problem 2:** scissor-rock-paper  (*Game: scissor, rock, paper*) Write a program that plays the popular scissor-rockpaper game. (A scissor can cut a paper, a rock can knock a scissor, and a paper can wrap a rock.) The program randomly generates a number **0**, **1**, or **2** representing scissor, rock, and paper. The program prompts the user to enter a number **0**, **1**, or **2** and displays a message indicating whether the user or the computer wins, loses, or draws. Revise the program to let the user continuously play until either the user or the computer wins more than two times than its opponent.      **3. Content and design of experiment(main content, operations, algorithm description or code of program)**  **Problem 1:** Write the first java program  **Solutions:**  **Codes:**  **Results:**  **Summary:**  **Problem 2:** Solving linear equations  **Solutions:**  **Codes:**  **Results:**  **Summary:** | | | |

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| Teacher’s  comments | content and design of experiment（A-E）： |  |
| operations, algorithm description or code of program（A-E）： |  |
| results（A-E）： |  |
| summary and analysis of experiment（A-E）： |  |
| Grade（A-E）： | |