Case Code : CS-COMP6364-Var03

Learning Outcomes
- Describe the additional features of OOP
- Construct a program using additional features of OOP

Topic
- Session 05 – Wrapper Class and Method

Sub Topics
- Exception Handling
- Math Method
- Wrapper Class

Soal
Case

Zendy is a student that just got a subject in his college about OOP. He wants to create a program about Binary numbers. For your information, binary numbers let you represent any amount you want using just two digits: 0 and 1. Now, help him to make a program based on these rules:

- The program consists of 3 menus:
  1. **Binary Number**
  2. **Binary Number with step**
  3. **Exit**

- If user chooses "***Binary Number***", then the program will:
  - Ask user to **input** a number. Validate the **number** must be between **1** and **100**.
  - Then show the binary number.

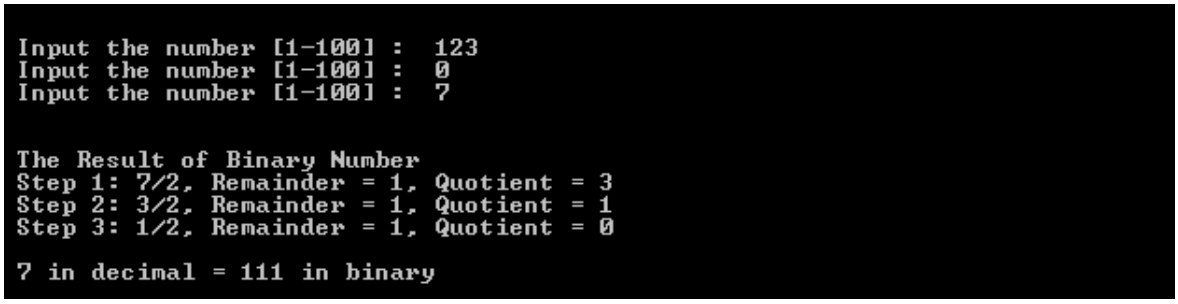
- If user chooses "***Binary Number with step***", then the program will:
  - Ask user to **input** a number. Validate the **number** must be between **1** and **100**.
  - Then show the step of calculating the binary number.

- If user chooses "**Exit**", then the program will end.
- Do not forget to use Exception Handling to handle any possible errors

Printscreen of main menu

Print screen of menu 1 “Binary Number”

Print screen of menu 2 “Binary Number with step”



Print screen of menu 3 “Exit”

If anyone does not understand, ask your assistant!