Examples

Week 9

Circle.java

```
public class Circle {
    int radius;
    String name;
                                              Area of Java-Pizza: 314.0
    public Circle() { }
                                              Area of Java-Donut: 12.56
    public double getArea() {
        return 3.14*radius*radius;
    }
    public static void main(String[] args) {
        Circle pizza;
        pizza = new Circle();
        pizza.radius = 10;
        pizza.name = "Java-Pizza";
        double area = pizza.getArea();
        System.out.println("Area of " + pizza.name + ": " + area);
```

Circle.java

```
Circle donut = new Circle();
  donut.radius = 2;
  donut.name = "Java-Donut";
  area = donut.getArea();
  System.out.println("Area of " + donut.name + ": " + area);
}
```

Rectangle.java

```
import java.util.Scanner;
public class Rectangle {
    int width:
    int height;
    public int getArea() {
                                                           >> 4 5
        return width*height;
                                                           Area: 20
    public static void main(String[] args) {
        Rectangle rect = new Rectangle();
        Scanner scanner = new Scanner(System.in);
        System.out.print(">> ");
        rect.width = scanner.nextInt();
        rect.height = scanner.nextInt();
        System.out.println("Area: " + rect.getArea());
        scanner.close();
```

BankAccount.java

```
import java.util.Scanner;
public class BankAccount
{
    private double balance;
    public BankAccount( double initialBalance )
        if (initialBalance > 0.0)
            balance = initialBalance;
    public void credit( double amount )
        balance = balance + amount;
    }
```

BankAccount.java

```
account1 balance: $50.00
public double getBalance()
                                            account2 balance: $0.00
{
                                            Enter deposit amount: 35.7
    return balance;
                                            account1 balance: $85.70
                                            Enter deposit amount: 154.8
public static void main( String[] args )
                                            account2 balance: $154.80
    BankAccount account = new BankAccount (50.00);
    BankAccount account2 = new BankAccount( -7.53 );
    System.out.printf( "account1 balance: $%.2f\n",
                                           account1.getBalance() );
    System.out.printf( "account2 balance: $%.2f\n\n",
                                           account2.getBalance() );
```

BankAccount.java

```
Scanner input = new Scanner( System.in );
double depositAmount;
System.out.print( "Enter deposit amount: ");
depositAmount = input.nextDouble();
account1.credit( depositAmount );
System.out.printf( "account1 balance: $%.2f\n\n",
                                       account1.getBalance() );
System.out.print( "Enter deposit amount: ");
depositAmount = input.nextDouble();
account2.credit( depositAmount );
System.out.printf( "account2 balance: $%.2f\n\n",
                                       account2.getBalance() );
```

Random 클래스

- ▶ import java.util.Random 필요
- ▶ 무작위 수(난수, random number)를 만들어 줌

```
public class Random
  public Random() { ... }
  public boolean nextBoolean() { ... }
                                                     0 ~ (n-1)의
  public double nextDouble( ) { ... }
                                                     무작위 수 반환
  public float nextFloat( ) { ... }
  public long nextLong( ) { ... }
  public int nextInt() { ... }
  public int nextInt( int n ) { ... }
```

RandomIntegers.java

```
import java.util.Random;
public class RandomIntegers
    public static void main( String[] args )
    {
        Random randomNumbers = new Random();
        int face;
        for( int count=1; count <= 20; count++)</pre>
            face = 1 + randomNumbers.nextInt(6);
            System.out.printf( "%d ", face );
```

```
4 3 1 4 2 2 5 4 1
5 4 2 2 1 6 1 1 3
4 6
```

Ex09_1.java

▶ 주사위 굴리기 모의실험

- 주사위를 6000번 굴리는 모의실험을 하고, 각 숫자가 몇 번 발생했는지 출력 하시오.
- ▶ Random 클래스를 사용하여 무작위 수를 발생시키시오.

1: 978

2: 997

3: 1021

4: 991

5: 990

6: 1023

Ex09_2.java

▶ 성적분석 모의실험

- 0~100의 점수 50개를 무작위로 만들 어 배열에 저장하고 출력한다.
- 50개의 평균을 계산하여 출력한다.
- 점수대 별 인원 수를 세어, 가로막대그 래프 형태로 출력한다.
- 개수를 300개로 늘려서 다시 실험한다.

```
score[]: 38 85 31 8 18 13 53 33
25 2 73 32 53 14 77 74 69 34 79
27 31 67 81 62 81 29 92 22 65 20
50 36 70 50 79 23 45 17 84 26 68
54 2 78 64 5 83 41 75 28
Average: 47.32
  100: 0
99-90:
        1 *
89-80:
        5 *****
79-70:
          *****
69-60:
        6 *****
        5 *****
59-50:
49-40:
        2 **
        7 ******
39-30:
29-20:
          *****
19-10:
        4 ****
09-00:
        4 ****
```

