CS102A Introduction to Computer Programming
Fall 2020 Lab 4

Objective

1. Learn how to use the `do`...`while`, for repetition statement to execute statements in a program.
2. Learn how to use the `switch` selection statements to choose among alternative actions.
3. Learn how to use the `break` and `continue` statements in a program.

1 Exercise

1.1 Exercise 1

Rewrite Exercise 5 in Lab 3. Use `for` repetition statements to estimate the value of π, according to the specified number of iterations and precision threshold.

Think

When to use `for` and when to use `while`?

Calculate the value of π from the infinite series $\pi = 4 - 4/3 + 4/5 - 4/7 + 4/9 - 4/11 + \cdots$

- Input an integer `n`, which represents the number of terms in the formula above. The estimated value is more precise when `n` is bigger.
- Input a double value, which presents a precision threshold. Your program should terminate when the difference between two successive iterations is smaller than the precision threshold. Print the value of π, and the number of iterations.

1.2 Exercise 2

Rewrite Exercise 2 in Lab 3. Use `switch` to calculate the GPA according to the following table.

Grade	GPA
100–90	4.0
89–80	3.0
79–70	2.0
69–60	1.0
59–0	0

Write a program to calculate the GPA of a student according to the method used by SUSTech. The user can input the credit and score of each course. The process should continue until the user inputs `-1`. After receiving all inputs, the program outputs the final GPA of the student.

Think

When could `if`...`else` be replaced by `switch`?

Sample output

```
3 95
2 89
3 77
3 67
1 95
-1
final gpa is 2.6
```

1.3 Exercise 3

There are 30 or 31 days in a month except February. There are 28 days in February in a common year, and 29 days in a leap year. Write a program to input year and month by command line and show the days of this month using switch.

A year is a leap year if it is:

1. divisible by 4, but not divisible by 100, or
2. divisible by 400.

Please use `DaysofYearMonth` as the class name and `DaysofYearMonth.java` as the file name. The template code is given to you as follows:

```
1 public class DaysOfYearMonth {
2     public static void main(String[] args) {
3         int year = Integer.parseInt(args[0]);
```

```
        int month = Integer.parseInt(args[1]);
        String monthName = "";
        int days = 0;
        boolean isLeapYear = false;
        if ( /*fill in the checking case here */   ) {
            isLeapYear = true;
        } else {
            isLeapYear = false;
        }
        switch (month) {
            /* fill in every cases below */
            case 1:
                days = 31;
                monthName = "January";
                break;
            case 2:
            case 3:
            case 4:
            case 5:
            case 6:
            case 7:
            case 8:
            case 9:
            case 10:
            case 11:
            case 12:
            default:
                System.out.println("error!!!");
                break;
        }
        System.out.printf("%s of %d has %d days.\n", monthName, year, days
           );
    }
}
```

Sample inputs and outputs:

```
> java DaysOfYearMonth 2019 3
March of 2019 has 31 days.
```

```
> java DaysOfYearMonth 2019 2
February of 2019 has 28 days.

> java DaysOfYearMonth 1900 2
February of 2019 has 28 days.

> java DaysOfYearMonth 2000 2
February of 2019 has 28 days.
```

1.4 Exercise 4

Recall the 9×9 multiplication table in the previous lab. Modify the program so that

1. the program can display a multiplication table of any given size in [1, 9],
2. the program keeps running until the user inputs 0, and
3. the program will warn users for invalid inputs.

Try to use `break` and `continue` statements to complete the task.

Sample output:

```
Please input a number to print the Multiplication Table [0 to terminate]:
-4
Please input a number between [1,9]
Please input a number to print the Multiplication Table [0 to terminate]:
1
1 * 1 =  1
Please input a number to print the Multiplication Table [0 to terminate]:
3
1 * 1 =  1
1 * 2 =  2  2 * 2 =  4
1 * 3 =  3  2 * 3 =  6  3 * 3 =  9
Please input a number to print the Multiplication Table [0 to terminate]:
9
1 * 1 =  1
1 * 2 =  2  2 * 2 =  4
1 * 3 =  3  2 * 3 =  6  3 * 3 =  9
1 * 4 =  4  2 * 4 =  8  3 * 4 = 12  4 * 4 = 16
```

```
1 * 5 =  5  2 * 5 = 10  3 * 5 = 15  4 * 5 = 20  5 * 5 = 25
1 * 6 =  6  2 * 6 = 12  3 * 6 = 18  4 * 6 = 24  5 * 6 = 30  6 * 6 = 36
1 * 7 =  7  2 * 7 = 14  3 * 7 = 21  4 * 7 = 28  5 * 7 = 35  6 * 7 = 42  7
* 7 = 49
1 * 8 =  8  2 * 8 = 16  3 * 8 = 24  4 * 8 = 32  5 * 8 = 40  6 * 8 = 48  7
* 8 = 56  8 * 8 = 64
1 * 9 =  9  2 * 9 = 18  3 * 9 = 27  4 * 9 = 36  5 * 9 = 45  6 * 9 = 54  7
* 9 = 63  8 * 9 = 72  9 * 9 = 81
Please input a number to print the Multiplication Table [0 to terminate]:
0
```