A02 - Code modification

CS1400 Spring 2013

Description:

Download the file A02.zip. There are two java files: A02.java and A02original.java. Both of these files are identical except for the class name. In this assignment you need to modify the examples provided, so that they will produce different output as described below. Make all the modifications in A02.java and keep A02original.java unchanged for your reference.

The main purpose of this assignment is to demonstrate your understanding of the existing code and your ability to implement specific changes. E.g. if the original code segment uses formatted output, use formatted output as well. If the original code segment uses 3 separate statements to print 3 lines do the same.
Do **NOT** rewrite the code but make targeted modifications that keep the original intent of the code segment.

This assignment is also about precision.

- Read the instructions carefully and pay attentions to details like punctuation, spaces, etc.
  Note that the output includes a single empty line between the examples. This should remain the same
- Make sure to add your name in the comment on top of the source code file
- Ensure proper indentation of your code
- Structure your code by adding single empty lines to group related statements

Example:

You are asked to change ExampleX so that it produces the following output: 2 + 5 = 10

ExampleX:

```
int num1 = 4
int num2 = 3
System.out.printf("%d * %d = %d",
        num1, num2, num1 * num2);
```

Good Solution:

```
int num1 = 2;
int num2 = 5;
System.out.printf("%d + %d = %d",
        num1, num2, num1 + num2);
```

Missing the point:

```
System.out.println("2 + 5 = 10");
```

Instructions:

Change example 0 so that it produces the following output:

```
Example 0:
xxxx
x  x
xxxx
```

Change example 1 so that it produces the following output:

```
Example 1:
Ian weighs 94 pounds.
```

Change example 2 so that it produces the following output:

```
Example 2:
2 + 7 = 9
```

Change example 3 so that it produces the following output:

```
Example 3:
The perimeter of a square with side 3 is 12.
```

Change example 4 so that it produces the following output. Do NOT change the value of y

```
Example 4:
The value of y is 456.
6   5   4
```

Change example 5 so that it produces the following output:

```
Example 5:
21 is 3 times 7.
```

Hint1: there is no need to modify the branch that is not executed
Hint2: your code needs to provide correct output even if I change 21 to another multiple of 7 (e.g. 28 is 4 times 7)

Change example 6 so that it produces the following output:

```
Example 6:
oooo
ooo
oo
o
```

Change example 7 so that it initializes the three numbers with 2, 4, and 6
and produces the following output:

```
Example 7:
Number    Square   Cube
2         4        8
4         16       64
6         36       216
```

Turning in:

Zip up your A02.java file and name the resulting zip file **A02.zip.**
There is no need to include A02original.java. I have that already.
Turn it in via Canvas.