University of Buea, Department of Computer Science
CEC 302: Introduction to Object-Oriented Programming

Tutorial/Practical Sheet 1

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1. Write a program that reads five integers and determines and prints the largest and smallest integers in the group

2. Write a program that reads an integer and determines and prints whether it's odd or even. [Hint: Use the remainder operator. An even number is a multiple of 2. Any multiple of 2 leaves a remainder of 0 when divided by 2.]

3. Write a program that reads two integers, determines whether the first is a multiple of the second and prints the result. [Hint: Use the remainder operator.]

4. Write a program that displays the integer equivalents of some uppercase letters, lowercase letters, digits and special symbols. Display the integer equivalents of the following: A B C a b c 0 1 2 $ * + / and the blank character. [Hint: Cast the character you are displaying to type **int**]

5. Write a program that inputs from the user the radius of a circle as an integer and prints the circle's diameter, circumference and area. [Note: You may also use the predefined constant **Math.PI** for the value of π.

6. Write a program that inputs one number consisting of five digits from the user, separates the number into its individual digits and prints the digits separated from one another by three spaces each. For example, if the user types in the number 42339, the program should print 4 2 3 3 9 [Hint: Use integer division]

7. Using only the programming techniques you learned so far, write a program that calculates the squares and cubes of the numbers from 0 to 10 and prints the resulting values in table format, as shown below. [Note: This program does not require any input from the user.]

```
  Number     Square       Cube
    0          0          0
    1          1          1
    2          4          8
etc.
```