**FOP 2 - Lab 11 Worksheet**

1. Type and compile the examples from the lecture.
2. Write a program to take 10 integers from the user and write the *even numbers* to a binary file called “evens.dat” and the *odd numbers* to a binary file called “odds.dat” (use output streams).
3. Write a program that defines a static method which takes as parameter the name of a binary file that contains integers (for example, evens.dat or odds.dat), reads and outputs the contents of the file (use input stream); test this method in the main twice using the 2 files created in the previous exercise.
4. Write a program where you implement random-access file methods similar to the ones in the lecture notes, but modified so that they deal with double values, instead of integers.
5. Write a program that has the following static methods:

* One that takes the path of a binary file and a text, retrieves the characters from the text and writes to the file only those that are alphabetical characters (letters); HINT: you can use either the ASCII table, or the Character class method that allows you to check whether a character is a letter.
* One method that reads the contents of a binary file that contains character values.
* The main method to test the above 2 methods.