

## CC3 – Object Oriented Programming

Laboratory Exercise #1  
Problem Set Review on Arrays

Name:  Date:   
Code/Schedule:  Terminal #:

Topic(s) Covered: Review of Arrays

Estimated Completion Time: 1-2 meetings

Objectives:

1. To review how to write programs in Java
2. To be adept in using fundamental control structures and arrays in Java

Activity:

1. Write an application that can hold five integers in an array. Display the integers from first to last, and then display the integers from last to first. Save the file as IntArray.java. Use Scanner class.

Sample output:

```
Enter an integer: 3
Enter an integer: 1
Enter an integer: 5
Enter an integer: 4
Enter an integer: 2
First to Last: 3 1 5 4 2
Last to First: 2 4 5 1 3
```

2. Write an application that prompts the user to make a choice for a pizza size— S, M, L, or X—and then displays the price as \$6.99, \$8.99, \$12.50, or \$15.00, accordingly. Display an error message if the user enters an invalid pizza size. Save the file as PizzaChoice.java. Use JOptionPane class. Hint: Use two separate arrays to hold the pizza size and the other holding the price.

Sample Output:

```
Enter Pizza Size ( S, M, L or X):
S
The price of a small pizza is $6.99.
Do you want to try again?
Y
Enter Pizza Size ( S, M, L or X):
F
Invalid.
```

Enter Pizza Size ( S, M, L or X):

X

The price of an extra large pizza is \$15.00. Do you want to try again?

N

Have a nice day!

3. Create an application containing an array that stores 20 prices, such as \$2.34, \$7.89, \$1.34, and so on. The application should (1) display the sum of all the prices, (2) display all values less than \$5.00, (3) calculate the average of the prices, and (4) display all values that are higher than the calculated average value. Save the file as Prices.java. Use Scanner class.

### Laboratory Exercise Score Sheet

Criteria		Score
1 Proper program indention and prescribed format	5	<input type="text"/>
2 Intelligent naming of variables	5	<input type="text"/>
3 Program informs the user of what to input	10	<input type="text"/>
4 Proper Implementation of the program	10	<input type="text"/>