Assignment #3

Goal:

> ➢ This Assignment gives students more experience in
> - Using program constructs – sequential, selection, and repetition.

Problem Description

You need to write two programs:

1. Write a java program to print a triangle.
   The program asks the user to input an integer number less than 10.
   Based on the number entered, different triangles will be displayed.

   A sample output:

   ```
   Please enter a number between 1-9: 4
                                      1
                                     12
                                    123
                                   1234
   ```

2. Write a program to read a positive integer number from the user (num),
   the program displays all squares less than num.
   For example if num is 100, the program should print
   0 1 4 9 16 25 36 49 64 81

   A sample output:

   ```
   Please enter a positive integer number: 40
          0 1 4 9 16 25 36
   ```

NOTE:
- Both programs should display appropriate error messages for invalid input provided by the user.

Make a folder containing your two programs source codes, zip the folder and submit the zip file to BrightSpace.

Marking Scheme

- [10 marks] Presentation/Style
- [70 marks] Correctness: 35 marks for each program
- [10 marks] Error checking: Appropriate error message for invalid input.
- [10 marks] Documentation: Internal