BSc in Computing
COMP112 Programming I
Lab Practice 2: Reading inputs from keyboard

1. In Eclipse, inside the Java project named using your Student ID followed by Lab, e.g. P2212345Lab, write 2 Java classes as described below.
   a) Write a Java class "Lab2". This program is to read **3 integers as input** from the keyboard and displays their average **with 2 decimal points.**

Submit via Canvas the lab report including all the required details for **Java class "Lab2"**.

- **For question 2.1 Sample Execution,** run your code in Eclipse with the following inputs: **2, 3, 15** and capture the screen to show the output.

- **In question 1.2 of your lab report, <u>in addition to your answer</u>, copy the following sub-questions and answer accordingly (to be numbered in the same way).**
  1.2.1   Write the algorithm for solving this problem.
  1.2.2   What is the code you used in order to read input from the keyboard?
  1.2.3   With 3 integers as input, how can you have the result (average) with decimal point?
  1.2.4   Explain how you can have the result (average) **with 2 decimal points?**
  1.2.5   Following the question requirement using nextInt() to read the integer inputs from keyboard, what will happen if user inputs a floating-point number as input? Give explanation as well.

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   b) Write a Java class "Lab2Rect" that <u>prompts the user to input the width and height</u> of a rectangle and then displays the area and perimeter of the rectangle with the proper information.
   - For this Java class "Lab2Rect", the lab report ONLY needs to include the sample execution by running the code, that is, a screen capture clearly showing the code and the console output. Use inputs: **5.3 and 8.6**