Chapter 4 Programs to Try

As always, try out some demo programs in the textbook. Use your imagination to improve and enhance them. Practice makes perfect! Here are some additional problems to try:

Name Fortune Teller

Write a program that uses a series of if statements to determine the characteristics of an integer. Here's an outline of the program:

- First, ask the user to enter a String, and store it as their name.
- Next, check to see if the name is at least 2 characters long. If not, exit the program and print an error.
- Then, write if statements:
    - If the first letter is a capital letter, print "You are a formal person."
    - If the first letter and the second letter, with their values added together, is even, print "You are an even keeled person!", otherwise print "I see volatility in your future."
    - If the letter "n" (or any letter you choose) appears in the name, print "You are destined for great wealth!"
    - If the letter "n" (or any letter you choose) appears twice in the name, print "You are destined for great happiness!"

Brake Pad Selector

Write a program that selects brake pads for a car based on the make, model, and year. Have the user input the car information on a single line, in the form of:

make model year

Then parse out the information from the string using substring(). After getting the information, output to the user the brand of brake pad and the cost of four brake pads.

Below is a table of brands:

Make	Model	Year	Brand	Price
Ford	500	>=2008	Invalid	
		< 2008	Super Stop	$32.50
	F-150	< 2010	Super Stop	
		>=2010	Super Stop Deluxe	$40.00
Toyota	Sienna	Any	No Go	$16.00

From the Textbook: Lottery Revisited (4.5.3)

If you did the Lottery demo from chapter 3, this is an improved version. Try it out by reading the description, then check your code against the book's.