

## Labsheet 3: Modular Programming (Methods)

### Question 1

- (i). Write a public static method which accepts an integer  $N$  and returns the sum of first  $N$  numbers.
- (ii). Write a public static method which accepts an integer  $N$  and outputs true if number is even.
- (iii). Write a public static method which accepts an integer  $N$  and outputs true if number is odd.

In each case write a `main()` method to test your method.

### Question 2

Write a program that accepts two positive integer values  $x$  and  $n$ , and uses a public static method to calculate the value of  $x$  raised to the power  $n$ . The result should be returned to the main method and displayed.

### Question 3

Write a method `isEven` that takes as argument a number and returns true if the number is even, and false otherwise.

### Question 4

Write a program containing a public static method that takes 2 integer parameters/arguments  $x$  and  $y$  and returns the value of  $x^2 + y^2$ . The main method should then allow the input of two integer values  $a$  and  $b$  and display the value of  $a^2 + b^2$ .

### Question 5

Write a program that accepts a positive integer. Define and use a public static method to calculate the factorial of that number. The value should be returned to the main method and displayed on the screen.

### Question 6

Write a program that consists of a **`main()`** method and a public static method **`void printRectangle(char symbol, short height, short width);`** where

**`symbol`** is a character such as `'*'`;

**`height`** specifies the number of symbol characters that compose the height; and,

**`width`** specifies the width.

The **`printRectangle()`** method prints a rectangle with the height and width specified using the specified symbol. For example,

`symbol = '*'`

`height = '3'`

`letter = '4'`

The method will print

\*\*\*\*  
\*\*\*\*  
\*\*\*\*

Make the program continuously prompts for the input of the above data until a -1 is input for the height or width.

### Question 7

Write a Java method that takes as argument a number in the range 1-12, and displays the corresponding month. The function must validate that the number falls in the correct range. Use the function to display the corresponding month of a user-provided number.

### Question 8

Write a Java program/class "MyCalculator" that contains the following methods:

- (i) **add** that takes as arguments 2 numbers x and y and returns the sum of x and y.
- (ii) **subtract** that takes as arguments 2 numbers x and y and returns the value of x - y.
- (iii) **multiply** that takes as arguments 2 numbers x and y and returns the product of x and y.
- (iv) **divide** that takes as arguments 2 numbers x and y and returns the value of x/y.
- (v) menu that displays the following options:
  - 1. Add
  - 2. Subtract
  - 3. Multiply
  - 4. Divide
  - 5. Exit
- (vi) **main()** that will continuously display the menu and perform the appropriate calculation after allowing for the input of 2 numbers. The program will exit when user opts for option 5.