# Homework: Java Syntax

This document defines homework assignments from the [“Java Basics“ Course @ Software University](https://softuni.bg/courses/java-basics/). Please submit as homework a single zip / rar / 7z archive holding the solutions (source code) of all below described problems.

## Rectangle Area

Write a program that enters the **sides of a rectangle** (two integers **a** and **b**) and calculates and prints the rectangle's area. Examples:

|  |  |
| --- | --- |
| **Input** | **Output** |
| 7 20 | 140 |
| 5 12 | 60 |

## Triangle Area

Write a program that enters 3 points in the plane (as integer **x** and **y** coordinates), calculates and prints the **area of the triangle** composed by these 3 points. Round the result to a whole number. In case the three points do not form a triangle, print "**0**" as result. Examples:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Input** | **Output** |  | **Input** | **Output** |  | **Input** | **Output** |
| -5 10  25 30  60 15 | 575 | 53 18  56 23  24 27 | 86 | 1 1  2 2  3 3 | 0 |

This resource could help you: <http://www.mathopenref.com/coordtrianglearea.html>.

## Points inside a Figure

Write a program to check whether a point is **inside or outside of the figure** below. The point is given as a pair of floating-point numbers, separated by a space. Your program should print "Inside" or "Outside". Examples:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Input** | **Output** |  | **Input** | **Output** |  |
| 10 9.7 | Outside | 17.72 9.12 | Outside |
| 11.6 7 | Outside | 18.6 6 | Inside |
| 12.5 6 | Inside | 19.693 13.4 | Outside |
| 12.5 14.5 | Outside | 21 13.5 | Inside |
| 13.13 9.15 | Inside | 21.3 5.5 | Outside |
| 15.02 4.83 | Outside | 21.45 9.7 | Inside |
| 15.11 7.01 | Inside | 22 14 | Outside |
| 16.33 14.03 | Outside | 22.5 8.5 | Inside |
| 17.5 13.5 | Inside | 23 7.5 | Outside |
| 17.60 8.50 | Inside | 23.001 11.01 | Outside |

## The Smallest of 3 Numbers

Write a program that finds the **smallest of three numbers**. Examples:

|  |  |  |  |
| --- | --- | --- | --- |
| **a** | **b** | **c** | **smallest** |
| 5 | **2** | 2 | 2 |
| 2 | 2 | **1** | 1 |
| 22 | **4** | 13 | 4 |
| 0 | -2.5 | **-5** | -5 |
| **-1.1** | -0.5 | -0.1 | -1.1 |

## Decimal to Hexadecimal

Write a program that enters a positive integer number **num** and converts and prints it in hexadecimal form. You may use some built-in method from the standard Java libraries. Examples:

|  |  |
| --- | --- |
| **Input** | **Output** |
| 254 | FE |
| 6779 | 1A7B |

## Formatting Numbers

Write a program that reads 3 numbers: an integer a (0 ≤ a ≤ 500), a floating-point b and a floating-point c and **prints them in 4 virtual columns** on the console. Each column should have a width of 10 characters. The number a should be printed in **hexadecimal, left aligned**; then the number a should be printed in binary form, padded with zeroes, then the number b should be **printed with 2 digits after the decimal point, right aligned**; the number c should be **printed with 3 digits after the decimal point, left aligned**. Examples:

|  |  |  |  |
| --- | --- | --- | --- |
| **a** | **b** | **c** | **result** |
| 254 | 11.6 | 0.5 | |FE |0011111110| 11.60|0.500 | |
| 499 | -0.5559 | 10000 | |1F3 |0111110011| -0.56|10000 | |
| 0 | 3 | -0.1234 | |0 |0000000000| 3.00|-0.123 | |
| 444 | -7.5 | 7.5 | |1BC |0110111100| -7.5|7.500 | |

## Count of Bits One

Write a program to **calculate the count of bits 1** in the binary representation of given integer number **n**. Examples:

|  |  |  |
| --- | --- | --- |
| **n** | **binary representation of n** | **count** |
| 5 | 00000000 00000101 | 2 |
| 0 | 00000000 00000000 | 0 |
| 15 | 00000000 00001111 | 4 |
| 5343 | 00010100 11011111 | 7 |
| 62241 | 11110011 00100001 | 8 |
| 17263 | 01000011 01101111 | 9 |

## \* Count of Equal Bit Pairs

Write a program to count **how many sequences of two equal bits** ("**00**" or "**11**") can be found in the binary representation of given integer number **n** (with overlapping). Examples:

|  |  |  |
| --- | --- | --- |
| **n** | **binary representation of n** | **count** |
| 5 | 101 | 0 |
| 0 | 0 | 0 |
| 15 | 1111 | 3 |
| 5343 | 1010011011111 | 6 |
| 62241 | 1111001100100001 | 9 |

## \*\* Points inside the House

Write a program to check whether a point is **inside or outside the house** below. The point is given as a pair of floating-point numbers, separated by a space. Your program should print "Inside" or "Outside". Examples:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Input** | **Output** |  | **Input** | **Output** |  |
| 10 9.7 | Outside | 17.60 8.50 | Inside |
| 11.6 7 | Outside | 17.72 9.12 | Outside |
| 12.5 6 | Inside | 18.6 3.9 | Outside |
| 12.5 14.5 | Outside | 18.6 6 | Inside |
| 13.13 9.15 | Inside | 19.693 13.4 | Outside |
| 13.5 6.9 | Outside | 20 6 | Inside |
| 15 6 | Inside | 21 7.5 | Inside |
| 15.02 4.83 | Outside | 21 13.5 | Inside |
| 15.11 7.01 | Inside | 21.3 5.5 | Outside |
| 16.33 14.03 | Outside | 21.45 9.7 | Inside |
| 16.4 5.4 | Inside | 22 14 | Outside |
| 17.5 3 | Outside | 22.5 8.5 | Inside |
| 17.51 4.01 | Inside | 23 7.5 | Outside |
| 17.5 13.5 | Inside | 23.001 11.01 | Outside |

Hint: to check whether a point is inside a rectangle, you may check **at which side of a line a point lies**: <http://stackoverflow.com/questions/1560492/> (for each of the triangle's sides the point should lie at the same side).

## \*\*\* Paint a House as SVG

Write a program to **visualize the house and the points** from the image above as **SVG graphic embedded into a HTML** document. The SVG format ([Scalable Vector Graphics](http://en.wikipedia.org/wiki/Scalable_Vector_Graphics)) is a XML based format for describing vector graphics used in the modern Web applications that supports drawing lines, circles, ellipses, rectangles, paths and other objects like text and raster images. You may find in Internet some Java library to build SVG graphics or you may build it through an XML parser or by printing plain text. You are free to choose the libraries and tools.

* The output should look similar to the image above.
* The **coordinate axes** should be thin dotted lines. The coordinates should have **numbers** as above.
* The house should consist of **two rectangles and a triangle** above them, with solid lines and filled in semi-transparent gray color.
* The **points inside** the house should be painted as **black circles**.
* The **points outside** the house should be painted as **gray circles** with thin black border.
* You are not allowed to use ready SVG, use Java code to draw everything!

Take as **input** the coordinates of the points. Produce as **output** a file names **house.html**, which visualizes the house and the points inside and outside of it through an embedded SVG graphic. Example:

|  |  |
| --- | --- |
| **Input** | **Output** |
| 10 9.7  11.6 7  12.5 6  12.5 14.5  13.13 9.15  13.5 6.9  15 6  15.02 4.83  15.11 7.01  16.33 14.03  16.4 5.4  17.5 3  17.51 4.01  17.5 13.5  17.60 8.50  17.72 9.12  18.6 3.9  18.6 6  19.693 13.4  20 6  21 7.5  21 13.5  21.3 5.5  21.45 9.7  22 14  22.5 8.5  23 7.5  23.001 11.01 | **house.html 🡪** |

http://www.brainbell.com/tutorials/XML/Creating\_An\_SVG\_Drawing.htm