Program 1

Suppose that you have been saving the loose change in your pockets for the past n weeks, and that you have kept a weekly record of the number of the quarters, dimes, nickels, and pennies you have collected for each week. For example, your savings record for the past four weeks (n=4) might look like this:



Due date: 17 October 2016

Your assignment is to write a program to compute the total number of coins of each type and to estimate yearly savings based on the number of coins saved in n weeks, where n is specified by the user.

	Quarters	Dimes	Nickels	Pennies
week 1	13	5	2	8
week 2	5	3	23	4
week 3	11	3	17	19
week 4	3	16	5	8

A Sample run of your program should produce the following output:

```
Tell me your weekly savings of quarters (Q), dimes (D),
nickels (N), and pennies (P) and I estimate your yearly savings.
How many weeks of coin savings? 6
Enter week 1 savings of Q D N P: 1
                                            4
Enter week 2 savings of Q D N P: 5
                                        7
Enter week 3 savings of Q D N P: 9
                                    10 11 12
Enter week 4 savings of Q D N P: 13
                                        15 16
                                    14
Enter week 5 savings of Q D N P: 17
                                        19
                                            20
                                    18
Enter week 6 savings of Q D N P: 21 \,
                                        23
                                    22
                                            24
Your 6-week coin savings
______
    quarters
66
72
    dimes
78
    nickels
84
    pennies
Total 6-week savings:
                           $28.44
Weekly average savings:
                           $4.74
Estimated yearly savings:
                          $246.48
Thank you for using my program!
```

Program 2

Write an interactive program named NumberRange that prompts the user to enter three integers, say, n, x, and y, and then prints the range of all integers starting at x and ending at y, n numbers per line.

For example, the following image shows the range of all integers from x = 1 to y = 32 with n = 13 numbers per line.



Your program should repeat the interactive process until the user enters a non-positive (≤ 0) value for n.

The input values for x and y must both be in the range [-99, +99]; otherwise, your program should repeatedly prompt the user for two integers that are in the range [-99, +99].

Note that the printed list of numbers should be in *increasing* order if $x \leq y$, or in *decreasing* order if x > y.

Here is a sample run of the program:

```
Given two integers x and y in the range [-99, +99] and a positive
integer n, this program prints all integers from x through y,
n numbers per line. The program ends when the user enters a
negative value or zero for n.
How many numbers per line? 4
Enter two integers in the range [-99, +99]: 5 -6
Range:
         [-6, 5]
Size:
         12
Columns: 4
Order:
         Decreasing
    5
         4
              3
                   2
         0
             - 1
    1
                  -2
   -3
        -4
             -5
                  -6
```

How many numbers per line? 4 Enter two integers in the range [-99, +99]: -100 100 Error: your first number -100 is out of range Error: your second number 100 is out of range Enter two integers in the range [-99, +99]: 100 -10 Error: your first number 100 is out of range Enter two integers in the range [-99, +99]: -10 100 Error: your second number 100 is out of range Enter two integers in the range [-99, +99]: -6 5 Range: [-6, 5] Size: 12 Columns: 4 Order: Increasing -6 -5 -4 -3 -2 -1 0 1 3 2 4 How many numbers per line? 8 Enter two integers in the range [-99, +99]: -10 10 Range: [-10, 10] Size: 2.1 Columns: 8 Order: Increasing -10 -9 -8 -7 -6 -5 -4 -3 -2 - 1 0 1 2 3 7 8 9 10 How many numbers per line? 13 Enter two integers in the range [-99, +99]: -15 -50 Range: [-50, -15] Size: Columns: 13 Order: Decreasing

Correctness of execution of your program Correctness of execution of your program Proper use of required Java concepts Java API documentation style Comments on nontrivial steps in code, Choice of meaningful variable names, Indentation and readability of program