



Part 1:

A palindrome is a sequence of characters that reads the same backward as forward. For example, each of the following five-digit integers is a palindrome: 12321, 55555, 45554 and 11611. Write an application that reads in a five-digit integer and determines whether it is a palindrome. If the number is not five digits long, display an error message and allow the user to enter a new value.

Sample Output

```
Enter a 5-digit number: 1234
Number must be 5 digits
Enter a 5-digit number: 123456
Number must be 5 digits
Enter a 5-digit number: 54345
54345 is a palindrome!!!
```

Program Template

```
1 // Lab 4: Palindrome.java
2 // Program tests for a palindrome
3 import java.util.Scanner;
45
public class Palindrome
6 {
7 // checks if a 5-digit number is a palindrome
8 public void checkPalindrome()
9 {
10 Scanner input = new Scanner( System.in );
11
12 int number; // user input number
13 int digit1; // first digit
14 int digit2; // second digit
15 int digit4; // fourth digit
16 int digit5; // fifth digit
17 int digits; // number of digits in input
18
19 number = 0;
20 digits = 0;
21
```

```

22 /* Write code that inputs a five-digit number. Display an error message
23 if the number is not five digits. Loop until a valid input is received. */
24
25 /* Write code that separates the digits in the five digit number. Use
26 division to isolate the left-most digit in the number, use a remainder
27 calculation to remove that digit from the number. Then repeat this
28 process. */
29
30 /* Write code that determines whether the first and last digits are
31 identical and the second and Fourth digits are identical. Output
32 whether or not the original string is a palindrome. */
33
34 } // end method checkPalindrome
35 } // end class Palindrome

1 // Lab 4: PalindromeTest.java
2 // Test application for class Palindrome
3 public class PalindromeTest
4 {
5     public static void main( String args[] )
6     {
7         Palindrome application = new Palindrome();
8         application.checkPalindrome();
9     } // end main
10 } // end class PalindromeTest

```

Part 2:

Write a Java application that inputs a series of 10 integers and determines and prints the largest integer. Your program should use at least the following three variables:

- a) counter: A counter to count to 10 (i.e., to keep track of how many numbers have been input and to determine when all 10 numbers have been processed).
- b) number: The integer most recently input by the user.
- c) largest: The largest number found so far.

Sample Output

```
Enter number: 56
Enter number: -10
Enter number: 200
Enter number: 25
Enter number: 8
Enter number: 500
Enter number: -20
Enter number: 678
Enter number: 345
Enter number: 45
Largest number is 678
```

Program Template

```
1 // Lab 4: Largest.java
2 // Program determines and prints the largest of ten numbers.
3 import java.util.Scanner;
4
5 public class Largest
6 {
7 // determine the largest of 10 numbers
8 public void determineLargest()
9 {
10 Scanner input = new Scanner( System.in );
11
12 int largest; // largest number
13 int number; // user input
14 int counter; // number of values entered
15
16 /* write code to get the first integer and store it in variable largest */
17
18 /* write code to initialize the number of integers entered */
19
20 /* write code to loop until 10 numbers are entered */
21
22 /* write code to prompt the user to enter a number and read that number */
23
24 /* write code to test whether the number entered is greater than the largest
25 if so, replace the value of largest with the entered number */
26
27 /* write code to increment the number of integers entered */
28
```

```
29 System.out.printf( "Largest number is %d\n", largest );
30 } // end method determineLargest
31 } // end class Largest
```

```
1 // Lab 3: LargestTest.java
2 // Test application for class Largest
3 public class LargestTest
4 {
5     public static void main( String args[] )
6     {
7         Largest application = new Largest();
8         application.determineLargest();
9     } // end main
10 } // end class LargestTest
```