

Object-Oriented programming

Labotarory work #1

Introduction to Java programming

Problem #1

Write a program `PrintMyName` that displays your name inside a box on the console screen, like this:

```
+---+  
| aaa |  
+---+
```

Problem #2

Write a program that displays a grade (A, A-, B+ ...) according to a number that a user enters on the console screen. It's up to you, which conditional statements to use. (*Use KBTU grading system!*).

Problem #3

Write a program that adds interest to a savings account and prints the information about the new balance on the console screen. Choose values for initial balance and interest at your choice.

Problem #4

Write a program to find the roots of quadratic equation. Use `Scanner` in order to get `a`, `b`, `c` parameters from user input. Do not forget to show error message in case `D` is negative. Moreover, be sure that some computations are not carried out twice, that wastes running time.

Problem #5

Create a program that calculates an area, perimeter, and the length of diagonal of a square with a side `a`, that your program must read from user input using `Scanner` class.