

Object Oriented Programming, AUTUMN, 2023-2024

Assignment 2

For each question below:

Include into the prepared pdf document the screenshot of the developed program and the screenshots of the program's results.

1: Create a class that performs factorial calculations.

- a. If the value received from the keyboard is negative, an error is given.
- b. If the value received from the keyboard is positive, it should be sent to another class that performs the factorial calculation.
- c. The result will be shown on the screen.

2. Create a simple screen.

- a. On this screen, 2 values should be taken from the keyboard.
- b. Then, request the desired action.
- c. Enter the values 1 for Addition, 2 for Subtraction, 3 for Multiplication, and 4 for Division.
- D. Depending on these values, the entered action will be performed.
- e. Let the result be displayed on the screen.
- f. The application must be prepared with switch-case.

3. The user will enter the number of numbers he wants to enter from the keyboard.

- a. After entering, values will be taken sequentially up to the number entered by the user.
- b. All of these values will be added and the result will be printed on the consol screen.
- c. The application should be prepared using do-while.