Lab 5 - Functions (Part I)

CSE 110 Principles of Programming with Java Spring 2021

Due March 8th 2021, 11:59PM Arizona Time

1 Lab Objectives

The following objectives will be met at the end of this lab -

- Declare and define variables to store input given by the user
- Accept user input using the **Scanner** class
- Use for, while to iterate over source code
- Define and use a function to perform a repeated task

1.1 Functions

For this lab we will be using a simple function, which is defined by us and then called within the program to carry out its task. A function in JAVA is defined as a block of statements which must be defined and called separately. Please refer to the lecture video and PDF for a more in-depth look at functions.

In this lab we will require a **boolean** function which will compute and indicate if an integer value, passed to it as a parameter, is an odd prime number or not. The function that you will write will return **true** if the value passed as a parameter to the function is a prime number. Otherwise it will return **false**.

1.2 Lab Objectives

The source code file **Lab5.java** that you will create in this section, is what you will upload as your submission file to Canvas by the due date for this lab. Please ensure that the source code runs on your machine and produces the correct output as required.

Overall Objective: For this lab, we will write a JAVA program that accepts two integer values from the user and checks if they are odd Prime numbers or not. Your program must output whether each user input is an odd Prime number or not.

For this section, you will create a new project in your IDE called **Lab5** and create a source file called **Lab5.java** inside that project. The following requirements must be met to successfully complete this section -

- Obj.1 [(2+6+2) point] Define a static boolean function called isPrime(int num) that returns true if the parameter num is Prime or false if it is not Prime.
- Obj.2 [2 point] Define the main() function and create an object of the Scanner class to facilitate user input.
- Obj.3 [2 point] Declare and define two variables of datatype int to hold the user input integers values.
- Obj.4 [3 point] Using the if statement and the isPrime(...) function, determine and display if the first number entered by the user is an odd Prime number or not.
- Obj.5 [3 point] Using the if statement and the isPrime(...) function, determine and display if the second number entered by the user is an odd Prime number or not.

Note here that a Prime number is one which is divisible by 1 and itself only i.e. a Prime number has no other divisor other than 1 and itself. Examples of Prime number are 2,3,5,7,11 and so on.

Once you are done editing your source code, make sure to save it (save often to prevent loss of data and work) and then compile your source code. The next step is to follow the submission guidelines in Section 2 of this document and turn your lab in.

1.3 Comment Header

Please include the following comment lines at the top of your Lab5.java file. Make sure you fill in the required fields as well.

Listing 1: Comment Header

2 Submission Guidelines

Please follow the guidelines listed below prior to submitting your source code file Lab5.java on Canvas -

- 1. Make sure that your source code file is named as Lab5.java prior to submitting.
- 2. Make sure that you have completed all five objectives listed in section 1.2.
- 3. Include the completed comment header shown in section 1.3 at the top of your source code file
- 4. Submit your Lab5.java file only to the Canvas link for Lab 5 by March 8th 2021, 11:59PM Arizona Time.

3 Grading Rubric

As noted in Section 1.2, each of the five objectives have their own points. They are independent of each other and you will be scored for each objective that you complete successfully. Partial points will be awarded for partially completing objectives.