

Computer Programming I (LAB - 7)

| Program Name | Description |
|--|--|
| BSLab7a.java | Write a Java program which generates ten unique numbers between 1 and 20 (inclusive) and store them in a list. Before storing the number in the list, the program should check whether the number is already in the list. If the number is in the list, the program should generate a new number and count how many times it needs to generate a new number. |
| Output | |
| List: 3 17 9 15 3 8 5 14 12 10 # of Conflicts: 5 NOTE: The # of conflicts is the number of times the program regenerated a number | |

| Program Name | Description |
|---|---|
| BSLab7b.java | Write a Java program which asks the user to enter a number between 1 and 9 . The program should validate the input to check if it is a number and if it is a valid number (within the range). If the input is not a number, the program should display a message saying: "Invalid input, please try again !!!" If the input is out of the range, the program should display a message saying: "Invalid number, please try again !!!" The program should keep asking for a number if the input is incorrect. |
| Output | |
| Please, enter a number between 1 and 9: A Invalid input, please try again !!! Please, enter a number between 1 and 9: 12 Invalid number, please try again !!! Please, enter a number between 1 and 9: 9 NOTE: The output above is just an example of what the program should do. | |

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| Program Name | Description |
|---|--|
| BSLab7c.java | <p>Write a Java program which asks the user to enter five numbers.</p> <p>The program should prevent the user from entering the same number more than once. It should also print to the screen the numbers already entered by the user.</p> |
| Output | |
| <pre>List: Please, enter a number: 27 List: 27 Please, enter a number: 9 List: 27 9 Please, enter a number: 27 Number is already in the list !!! Try again !!! List: 27 9 Please, enter a number: 12 List: 27 9 12 Please, enter a number: 2 List: 27 9 12 2 Please, enter a number: 8 List: 27 9 12 2 8</pre> <p>NOTE: The output above is just an example of what the program should do.</p> | |

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| Program Name | Description |
|---|--|
| BSLab7d.java | <p>Guessing game of numbers between 1 and 10 (inclusive)</p> <p>Write a Java program which:</p> <ul style="list-style-type: none">• Displays a random number in the range above• Asks the user if the next number will be (H) higher or (L)lower than the number displayed• Generates a new random number (next)• If the guess is right, 1 point is added to the score• If the guess is wrong, 1 point is taken from the score• If the guess is the same, no point is added or taken• User start with 10 points• Game ends when score is zero point• Game continues while score is greater than zero |
| Output | |
| <pre>Your score is: 10 points Current number is: 3 Will the next number be <H>igher or <L>ower ? H Next number is: 7 (Win) Your score is: 11 points Current number is: 7 Will the next number be <H>igher or <L>ower ? L Next number is: 7 (Draw) Your score is: 11 points Current number is: 7 Will the next number be <H>igher or <L>ower ? L Next number is: 9 (Lose) Your score is: 10 points Current number is: 9 Will the next number be higher or lower ? ... game ends when score is zero NOTE: The output above is just an example of what the program should do.</pre> | |