

ASSIGNMENT #2

1. Rework the program that you wrote for Assignment #1 so that it executes repeatedly, each time prompting the user to enter four integers and displaying the appropriate message, until the user enters the value 0 when prompted for n , which is a signal to terminate execution.

Your program should include a (**static**) method

`(int getAndVerifyInput (String userPrompt, int lowerBound, int upperBound)`

that prompts the user for a value, verifies that it is within the desired range — re-prompting and re-entering if necessary — and returns a valid value to the caller. (*getAndVerifyInput* is called by the main-line code whenever it needs numeric input from the user.)

2. Further modify the program so that on all but the first execution, the user has the option of entering -1 for any of the four values n, i, j , and k . That's the user's way of indicating that the most recent integer previously entered for that value by the user should be used as the input value.

(2)

-1 ~~reuse~~ previous one

for n i j k

no new variable