

Object-Oriented programming

Practice #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

Create a program to calculate 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.

Problem #3

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 #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

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

Problem #6

Write a method that checks if an input string is a Palindrome. That is that it reads the same forward as backward like "racecar"