

CIST 2371 Introduction to Java

Unit 03 Lab

Due Date: _____

Part 1 – Using methods

Create a folder called Unit03 and put all your source files in this folder.

Write a program named **Unit03Prog1.java**. This program will contain a main() method and a method called printChars() that has the following header:

```
public static void printChars(char c1, char c2)
```

The printChars() method will print out on the console all the characters between c1 and c2, 10 per line. (Hint: In order to add one to a char variable you can use the '++' operator. This was covered in chapter 2.)

Your main() method will call the printChars() method passing two characters. Here is a sample test run:

```
Printing all characters between a and w
a b c d e f g h i j
k l m n o p q r s t
u v w
```

Part 2 – Using arrays

Write a program named **Unit03Prog2.java**. This program will read in 10 numbers from the user via the console. It will display on the console only the distinct numbers, i.e. if a number appears multiple times in the input it is displayed only once. (Hint: Read a number and store it into an array if it is new. If the number is already in the array, ignore it. When done, print the array).

Here is a sample test run:

```
Enter an integer: 2
Enter an integer: 6
Enter an integer: 1
Enter an integer: 8
Enter an integer: 6
Enter an integer: 1
Enter an integer: 2
Enter an integer: 4
Enter an integer: 7
Enter an integer: 5
The number of distinct values is 7
2 6 1 8 4 7 5
```

What To Turn In

You will zip up the source code files from both parts in their folder into a zip file named Unit03_<your first initial><your lastname>.zip. For example Tom Swift's zip file would look like this: Unit03_tswift.zip

Be sure to test this file before turning it in. Once you are satisfied that your zip file is OK, turn it in via the ANGEL drop box for this Unit.

The Comment Block

EVERY source code file you turn in for this course must have our updated comment block or you will get no credit (like forgetting to put your name on your term paper – bad move).

