

Lab 4: Problem Solving in Scala

Question 1

Writing a program can be thought of as following a specific algorithm (recipe) to solve a problem. This recipe consists of a series of discrete tasks that, when combined, represent a solution. Write a list of all the discrete (simple) tasks that you know how to do in **the Scala** programming language. List them very simply (just 1 word is sufficient!)

`println, var, val, readInt, readBoolean, readByte, readInt, readFloat, readChar, readDouble`

Question 2

Given your answer to question 1, what tasks would you need to use (write them in order, and some might need to be duplicated!) to solve the following problem:

Write a program that asks the user for a number and prints out the square, square root, and absolute value of the number, each on its own line.

The program would first have a `println` ask the user for a whole number variable as a `readInt`, and then have a line with a `var` that reads the input. Then there would be a line for the math of a square, which would be the input times the input. After that would be the square root math, which could just use the `sqrt()` function, and finally would be the absolute value math, which would be some sort of if-statement saying if the input is positive print the same thing and if it is negative print the positive version.

Question 3

Given your answer to question 1, what tasks would you need to use (write them in order, and some might need to be duplicated!) to solve the following problem:

Write a program that asks the user for 3 numbers and prints out the largest one.

Since we don't know how to do if-statements in Scala yet, I can't write the code out, but you would need to first ask the user for the first number as a whole number `int`. Then repeat that two more times for the other two numbers, again as whole numbers. Then you would need to create a variable for the largest number and have an if-statement set equal to it. The if-statement would say that if number 1 is greater than number 2 and number 3 print number 1, else if number 2 is greater than number 1 and number 3

print number 2, and then else if number 3 is greater than number 1 and number 2 print number 3. Then do a println and say "Largest number is " + the variable assigned to the largest number.

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Question 4

Given your answer to question 1, what tasks would you need to use (write them in order, and some might need to be duplicated!) to solve the following problem:

Write a program that asks the user for the number of gallons and ounces that a container can hold and prints out how many liters the container can hold.

You would first need to use a println statement to ask the user for a specific number of gallons. However, because there are ounces as well, you need to ask for it in ounces as a whole number. For example, 1 gallon = 128 ounces. Then, you have a readInt statement to get the number assigned to a variable. Repeat these two steps for ounces asking for a whole number. Then create a line of code that converts ounces into liters. After that, use a println statement with the variable inside it that tells the users how much the gallons and ounces would be in liters. The code would look something like this:

```
import scala.io.StdIn._  
  
println("Please insert the number of gallons (in ounces):")  
  
var numGal = readInt()  
  
println("Please insert the number of ounces:")  
  
var numOun = readInt()  
  
var numLit = (numGal + numOun) / 33.814  
  
println("The container can hold " + numLit + " liters.")
```

Question 5

How difficult is it to think about programming as discrete problem-solving steps? Are there any tasks that you believe you need to do that you have not learned yet?

As far as tasks that I need to do that I have not learned yet, looping programs and doing if-statements are something I have not yet learned from Scala but have learned in C++ and Java. Programming isn't that difficult to think about as discrete problem-solving steps, as that is all a coding problem breaks down to.