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Skill 11.1 Exercise 1

Implement the following *for*-loops as while loops

<pre>int m; for(m = 97; m <= 195; m++) { k = k * k + 3 * m; p = p + m + 1; }</pre>	
<pre>for(int v = 2; v <= 195; v*=3) { k = k * k + 3 * v; q = Math.sqrt(q + v + 1); }</pre>	

Skill 11.1 Exercise 2

Write a program that accepts an integer from the user, then prints the number backwards using a *while* loop.

```
public class NumberReverse {
    public static void main(String args[]){

        Scanner s = new Scanner(System.in);
        System.out.println("Type an integer: ");
        int num = s.nextInt();

    }
}
```

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Skill 11.2 Exercise 1	
Indicate the output	
<pre>int j = 25; do{ System.out.println("Temp var = "+j); j++; }while(j <=30 j>=25);</pre>	
<pre>int i = 5, j = 0; do{ for(j = 0; j < i; j++){ System.out.print("*"); } System.out.println(); i--; }while(i > 0);</pre>	

Skill 11.3 Exercise 1
The program below simulates a user rolling two 6-sided dice. If the sides are the same, the program indicates "match!". Your program should prompt the user to continue to play until the user chooses to stop.
<pre>public class DiceMatch { public static void main(String args[]){ Scanner s = new Scanner(System.in); } }</pre>

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