**Lab 3** (30 points)

The purpose of this lab is to continue learning the BlueJ Integrated Development Environment (IDE) and provide hands on practice for Chapter 3 concepts. There are several learning objectives to this assignment

* Use if and nested if statement
* Use switch to make choices
* Use enum to generate input
* Developing logic skills
* Incorporating documentation and style into your code

Assignments are from Savitch textbook

***Part 1(15pts)***

**Exercise Section**

**Problem 13 – pg189**

Write all code necessary to fulfill the requirements of this problem – switch statement

Test the following sets of inputs: (1) value a to e (2) value other than a to e

**Problem 14 – pg189**

Write all code necessary to fulfill the requirements of this problem – enum(eration) statement. Hint: Use enum example posted in Course Documents – PizzaWatcher.txt.  
  
Test the following sets of inputs: (1) value a to e (2) value other than a to e  
Hint in (2), something drastic will happen. Why did this happen

**Problem 15 – pg189**

Write all code necessary to fulfill the requirements of this problem – else-if statement.   
  
Test the following sets of inputs: (1) value a to e (2) value other than a to e

**Programming Projects Section**

**Problem 2 – pg 190**

We will pseudo code this in class. If you are not in class, obtain psudeo code from peer  
Test the following sets of inputs: (1) 3,2,1 (2) 2,3,1 (3) 1, 3, 2

**XC (2 points) - Problem 5 – pg 190**

Write all code necessary to fulfill the requirements of this problem

Test the following sets of inputs: (1) 100 F (2) 100 C (3) 0 C (4) 32 F (5) 212 F

***Part 2 (15 pts)***

**Problem 9 – pg 191**

Write all code necessary to fulfill the requirements of this problem.

Hint: See LeapYear.zip for logic on how to determine is a LeapYear

Test the following sets of inputs:   
(1) 2/29/2000   
(2) 2/29/1900   
(3) 2/29/2012   
(4) 4/31/2015   
(5) 5/32/2013   
(6) 13/13/2013

**Submitting your work**

For all labs you will need to provide a copy of all .java files. **DO NOT PROVIDE .class files. I cannot grade, what I cannot read.** In addition to your .java files, you will need to produce a pix of the screen output in .png or .jpg format for each project that covers all use cases in the lab. For persons using Windows 7 and above OS, you can use the built in snipping tool. Mac OS users, you can see how to take screenshots using the following url - <http://www.wikihow.com/Take-a-Screenshot-in-Mac-OS-X>

You will need to zip your files into a single container. **DO NOT USE .rar for Mac OS.** Therefore for Lab3 Part1, students should submit a Lab3Pt1.zip file with four (or five with XC) java files as well as appropriate number of pix (9 without XC) in either .png or .jpg format. For Lab3Pt2 a .zip with one as well as appropriate number of pix in either .png or .jpg format.