

Basis of Computer Programming (Java A)

Lab Exercise 6

[Experimental Objective]

- Learn how to use static method
- Learn how to use static method from other class
- Learn how to use method overloading
- Learn how to use two dimensional arrays
- Learn to develop and invoke methods with array arguments and return values.

[Exercises]

1. Create a class named *MyTriangle* that contains two static methods
 - a) **public static double area(double a, double b, double c)**
 - b) **public static double perimeter(double a, double b, double c)**to compute area and perimeter of a triangle respectively given three *valid* sides *a*, *b* and *c*.

And add a static method

```
/** Return true if the sum of any two sides is greater than the third side.
**/
```

- c) **public static boolean isValid(double a, double b, double c)**

In the main method of *MyTriangle*, test the three methods you write.

- 1) Get *a*, *b* and *c* from the Console
- 2) If *a* is -1, exit your program and print "Bye~"
- 3) If *a* is not -1, use *isValid* to check the input
- 4) If the input is valid, compute the area and perimeter and print them
- 5) If the input is not valid, return false and print "The input is invalid."
- 6) Go to 1)

Tips: To call a method in the same class, you can try `method_name()`.

Sample:

```
Please input three numbers for a, b, c:
1 1 2
The input is invalid.
Please input three numbers for a, b, c:
2 3 4
The area is 2.905
The perimeter is 9.000
Please input three numbers for a, b, c:
3.2 4.3 3.4
The area is 5.377
The perimeter is 10.900
Please input three numbers for a, b, c:
-1
Bye~
```

2. In the **MyTriangle** class created in Exercise 1, add two another static overloaded methods

- a) **public static double area(double bottom, double height)**
- b) **public static double area(double a, double b, int angleOfAandB)**

to compute the area.

The **a)** method is to compute area by **bottom** and **height**:

$$\text{area} = 1/2 * \text{bottom} * \text{height}$$

And the **b)** method is to compute area by two sides **a**, **b** and the angle between the two sides(**angleOfAandB**)

$$\text{area} = 1/2 * a * b * \sin(\text{angleOfAandB})$$

Then create another class **Lab6E2** that contains the main method.

In the main method:

- 1) Read **bottom** and **height** from the Console to compute area by calling the corresponding method you created in **MyTriangle**;
- 2) Read two sides **a**, **b** and **angleOfAandB** from the Console to compute area by calling the corresponding method you created in **MyTriangle**.

*Tips: To call a **static** method in another class **class_name** under the same file directory, you can try **class_name.method_name()**.*

Sample:

```
Please input two numbers for bottom and height:
4 5.6
The area is 11.200
Please input two numbers for a and b:
3 5.6
Please input a number in (0, 180) for angle (angle is a float variable):
55
The area is 6.881
```

3. Enter an integer **n**, please output the **n**th term of Fibonacci sequence. (starting from 0, the 0th term is 0)

$$* \text{Fibonacci sequence: } f(n) = f(n-1) + f(n-2)$$

Sample:

```
30
832040
```

4. Given a chessboard, 1 represents a black grid and 0 represents a white grid. If a grid is white and the top, bottom, left, and right grids of it are black, we call this grid a "bingo" grid. Please write a method:

public static boolean check(int[][] board, int row, int column)

**board is the chessboard, board[row][column] is the target grid*

to determine whether a grid is a bingo grid. Use this method to calculate how many bingo grids are on the board and output the result.

0	1	0	1	1	1	1
1	0	1	0	1	0	0
0	1	1	1	1	1	0
1	1	1	1	1	0	1

Sample:

```

4 7
0 1 0 1 1 1 1
1 0 1 0 1 0 0
0 1 1 1 1 1 0
1 1 1 1 1 0 1
There are 2 bingo grids.

```