

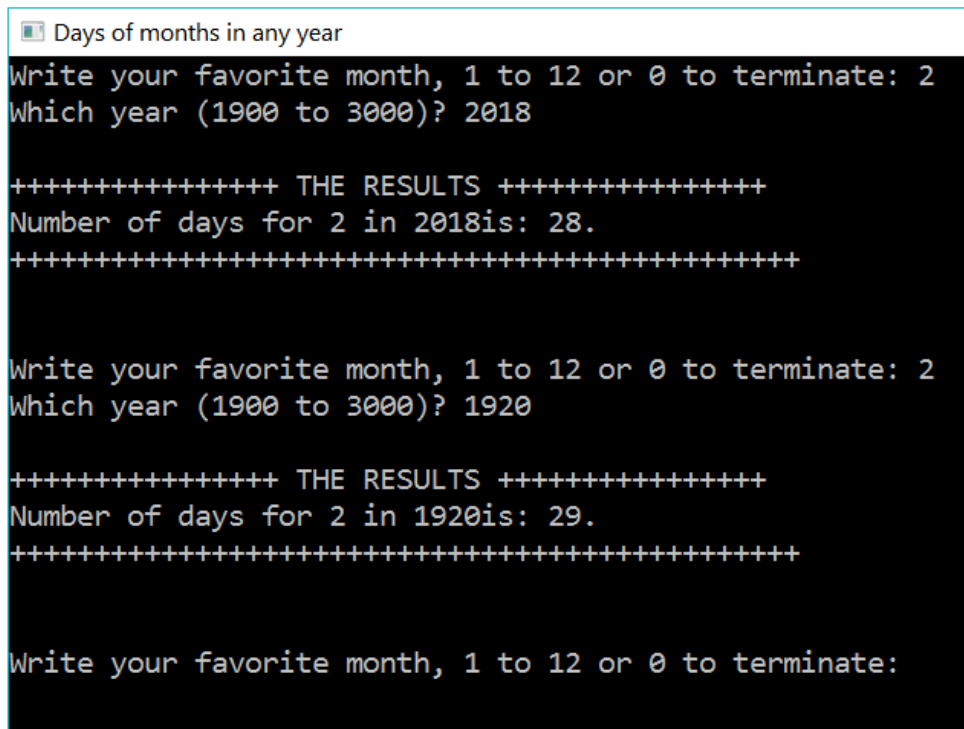
## Days of Month

### 1. Objectives

This exercise is intended to help you solve the assignment in the session. Learn how to use loops for repeating instructions.

### 2. Description

Write a program that prints out (to the Console Window) the number of days in a given year during the period 1900 to 2500. The user inputs a year and a month, a whole number between 1 and 12, or 0 to exit the program. This exercise is optional and will not be graded.



```
Days of months in any year
Write your favorite month, 1 to 12 or 0 to terminate: 2
Which year (1900 to 3000)? 2018

+++++ THE RESULTS +++++
Number of days for 2 in 2018is: 28.
+++++

Write your favorite month, 1 to 12 or 0 to terminate: 2
Which year (1900 to 3000)? 1920

+++++ THE RESULTS +++++
Number of days for 2 in 1920is: 29.
+++++

Write your favorite month, 1 to 12 or 0 to terminate:
```

### 3. Requirements

- Create at least two classes with a Main method and at least one class to do the calculations
- Create a class **DaysOfMonth (DaysofMonth.vb)** containing as many methods as you may figure out to solve the exercise. This class needs not to have any fields (instance variables).
- The user's input must be controlled so that the value for the year and the month are within the permitted range.

- The number of days for the month of February must be adjusted to leap years.
- Create then the class, **DaysOfMonthProgram**, where you will write the **Main** method. If you use Visual Studio, it will create this class automatically for you, but make sure to change the VS's default name, **Class1** to **DaysOfMonthProgram**.
- Declare and create an object of the **DaysOfMonth** class in the **Main** method. Use the object's method(s) to carry out the job, i.e.,
  - read input,
  - calculate
  - print out results.

#### 4. Help and submission

A solution to this exercise is available on the course site. The exercises is not to be submitted.

Good Luck!

*Programming is fun. Never give up. Ask for help!*

***Farid Naisan,***

Course Responsible and Instructor