# Exercises

All projects should be created in the `LearnToCode\Workbook2\Mod01` folder.

## EXERCISE 2

Create a Java application called HighScoreWins that prompts the user to enter team and score information of an event. The input will be a single string that contains both team names and the final score of the match.

The input format:

```
Home:Visitor|21:9
```

Based on the user input, you should determine which team had the higher score and display the name of the winning team.

A sample trace of your program output is shown below. Bolded code is what the user entered.

```
Please enter a score: Home:Visitor|21:9ENTER
```

```
Winner: Home
```

A different trace would be:

```
Please enter a score: Slytherin:Gryffindor|23:59ENTER
```

```
Winner: Gryffindor
```

# EXERCISE 2

Create a Java application called TheaterReservations. This application is used to allow customers to reserve tickets for a specific date.

Prompt the user for their full name, the date of the show, and the number of tickets they will need.

Once the reservation is made, display a confirmation message to the customer in this format:

```
# ticket(s) reserved for (date) under (LastName, FirstName)
```

If only one ticket is reserved, the confirmation should not include an "s"

A sample trace of your program output is shown below. Bolded code is what the user entered.

```
Please enter your name: Geri Johnson ENTER
What date will you be coming (MM/dd/yyyy): 5/13/2023 ENTER
How many tickets would you like? 3 ENTER

3 tickets reserved for 2023-05-13 under Johnson, Geri
```

A different trace would be:

```
Please enter your name: Geri Johnson ENTER
What date will you be coming (MM/dd/yyyy): 5/13/2023 ENTER
How many tickets would you like? 1 ENTER

1 ticket reserved for 2023-05-13 under Johnson, Geri
```