Project 14 Bluej

Develop your Lesson 14 Project in BlueJ. Code, compile and run the program. When it is working properly, copy and paste the code from the editor to the answer box below.

Create a project called TableOfBases with class Tester. The main method should have a for loop that cycles through the integer values 65 <= j <= 90 (These are the ASCII codes for characters A – Z). Use the methods learned in this lesson to produce a line of this table on each pass through the loop. Display the equivalent of the decimal number in binary and hex, as well as the character itself:

Decimal           Binary           Hex           Character  
   65               1000001        41             A  
   66               1000010        42             B  
   67               1000011        43             C  
   68               1000100        44             D  
   69               1000101        45             E  
   70               1000110        46             F  
   71               1000111        47             G  
   72               1001000        48             H  
   73               1001001        49             I  
   74               1001010        4a             J  
   75               1001011        4b             K  
   76               1001100        4c             L  
   77               1001101        4d             M  
   78               1001110        4e             N  
   79               1001111        4f              O  
   80               1010000        50             P  
   81               1010001        51             Q  
   82               1010010        52             R  
   83               1010011        53             S  
   84               1010100        54             T  
   85               1010101        55             U  
   86               1010110        56             V  
   87               1010111        57             W  
   88               1011000        58             X  
   89               1011001        59             Y  
   90               1011010        5a             Z