

Last name_____ First name_____ Row:_____ Seat:_____

Question 1: (25 pts.)

Write a complete **main** method that does the following:

1. Takes any number, but at least two, command line arguments which are numbers (represented as strings) and determines if the numbers are in sorted order, printing a message to the console. (Hint: loop through the args array)
2. If there are not at least two command line arguments, throw an `IllegalArgumentException` with an appropriate message.

For example,

```
C:>java Question1 2 8 10 17 29 100
The numbers are in sorted order.
```

```
public class Question1 {

    public static void main (String args[]) {

        if (args.length < 2) throw new IllegalArgumentException("Too few arguments");
        boolean sorted = true;
        for (int i=0; i< args.length-1; i++)
            if (Integer.parseInt(args[i]) > Integer.parseInt(args[i+1])) sorted = false;
        if (sorted)
            System.out.println("Numbers are sorted");
        else
            System.out.println("Numbers are not sorted");

    } //main
} // class Question1
```

Question 2: (25 pts.)

Write a method called *findLongest* that takes a two-dimension array of integers as a parameter and returns the index of the longest row in the array. For example, if the array (as created by the program below) is

```
10 45  3  8
 2 42
 3 21 44
```

The value returned would be 0

```
public class Question2 {
    public static void main(String args[]){

        int arr[][] = {{10, 45, 3, 8}, {2, 42}, {3, 21, 44}};

        System.out.println("The longest row is at index "+findLongest(arr));

    } //main
    public static int findLongest (int [][] myArray) {

        int longestRow = 0;
        for (int i=1; i<myArray.length; i++)
            if (myArray[i].length > myArray[longestRow])
                longestRow = i;
        return longestRow;

    } // findLongest
} // class Question2
```

Question 3: (25 pts.)

Write a main method that will request the user to enter Strings using a JOptionPane input dialog. The method should continue accepting strings until the user types "STOP".

Then, using a JOptionPane message dialog, tell the user how many string of length 10 were entered.

```
public class Question3 {  
    public static void main (String[] args) {  
  
        String input = "";  
        int count = 0;  
        while (! input.equals("STOP")) {  
            input = JOptionPane.showInputDialog(null,"Enter a string");  
            if (input.length() == 10)  
                count++;  
        }  
        JOptionPane.showMessageDialog (null,"There were "+count+" strings of length 10);  
    }  
}
```

Question 4: (25 pts.)

Write a class called **Window** that contains the following information:

1. Private instance variables for the height and width of the window (int).
2. A two-argument constructor to set each of the instance variables above. If the height or width is negative, throw an `IllegalArgumentException` stating the argument that is not correct.
3. Get and Set methods for each instance variable with the same error detection as the constructor.

```
public class Window {  
  
    private int width;  
    private int height;  
  
    public Window(int w, int h) {  
        if (w<0 || h<0) throw new IllegalArgumentException ("Bad height or width");  
        width = w;  
        height = h;  
    }  
  
    public int getWidth() return width;  
  
    public int getHeight() return height;  
  
    public void setWidth(int w) {  
        if (w<0 ) throw new IllegalArgumentException ("Bad width");  
        width=w;  
    }  
    public void setHeight(int h){  
        if (h<0 ) throw new IllegalArgumentException ("Bad height");  
        height = h;  
    }  
}
```

Continue your answer for question 4 here as necessary...