

Lesson 32 Coding Activities

Download the zipped .java starter files with the program templates, and use them in DrJava or an IDE of your choice, to get a head start on the activity.

For the Lesson 32 activities, you will be asked to write one or more methods. Use the template to write a main method that tests each of your methods. Then paste everything into the code runner box. Your submission should begin with the first import statement and end with the final “}”.

Go to the forum with your questions and to share your test cases.

1. Write a method that takes a parameter for the number of a month and prints the month's name.

This method must be called `monthName ()` and it must have an integer parameter.

Calling `monthName (8)` should print `August` to the screen.

2. Write a method that takes a parameter for the number of a month and prints the number of days in the month. Assume that February will always have 28 days for this activity.

This method must be called `monthDays ()` and it must take a integer parameter.

Calling `monthDays (2)` would print 28 and `monthDays (9)` would print 30.

3. Write a method that takes two integer parameters and prints them in reverse.

This method must be called `swap` and should take two integer parameters.

Calling `swap (3 , 7)` would print `7 3`.

4. Write a method that accepts a number of seconds and prints the correct number of hours, minutes and seconds.

This method must be called `realTime ()` and its parameter must be an integer.

Calling `realTime (6342)` would print the following:

```
Hours: 1
Minutes: 45
Seconds: 42
```