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JAVA 1 - JAVA FUNDAMENTALS (GR11CPROGA 2019-20)

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Midterms Set B

1. Create a menu type program that will act as an ATM machine wherein you will have 3 choices:

Withdraw, Deposit, and View Balance. 4th choice will be exit. (40pts)

*Be wary of the invalid inputs of some variables and procedures. Prompt an invalid or error message then loop back.

Withdraw:

Should print insufficient money if the withdrawn money is larger than the balance money.

Should only withdraw 200, 300, 500, 1000. You can decide to do it as a menu choice or as a looping back invalid system.

Deposit:

Will add to the balance money.

Should only deposit 500, 1000, 2000, 5000 or 10000 per transaction. Same decision as withdraw, either a menu choice or loop back if invalid.

View Balance - displays the balance money.

2. Create a void type with no parameter program that will ask for the user to input a 4-digit number ranging from (1000-9999). Display the backward output of the number. (20pts)

Example:

Input number: 2354

Backward output: 4532

3. Create a return type with two parameters program; base value and exponent. Do an exponentiation process and return the answer. (20pts)

Example:

Input for base: 4

Input for exponent: 2 Result: 16 4. Create a return type with no parameter that returns whether the input number is a Prime or a Composite number. (20pts) **Example: Enter number: 6** 6 is a Composite number. Hint: Modulo the number from one up to the number itself. Count all the factors. If factor count is greater than two, that's a composite, otherwise it's a prime. Last modified: Thursday, 30 January 2020, 7:56 PM **NAVIGATION** Home Dashboard Site pages My courses Java 1 (Gr11CProgA 2019-20) **Participants** Badges Competencies **Grades** General **Upload Links Exams** Activity 1 - Sequence Activity 2 - Selection Activity 4 - Repetition Midterms Set A Midterms Set B Midterms Set C Lesson 01 - Introduction to Java Lesson 02 - Control Structures Lesson 03 - Functions/Methods Lesson 04 - Arrays Lesson 05 - Introduction to OOP Lesson 06 - Declaring Classes Lesson 07 - Polymorphism and Inheritance Topic 10

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