

OBJECTIVE : Switch statements, Mathematical Functions, Character, and Strings

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1. The international standard letter/number mapping found on the telephone is shown below:

1	2	3
	ABC	DEF
4	5	6
GHI	JKL	MNO
7	8	9
PQRS	TUV	WXYZ
	0	

Write a program that reads a alphabetical letter (in upper or lower-case) and displays its corresponding digit.

Let's remember the earlier weeks:

Analysis:

(Describe the problem including input and output in your own words.)

Design:

(Describe the major steps for solving the problem. Draw a flow chart satisfying your algorithm.)

Testing:

(Describe how you test this program)

Example run 1:

Enter an uppercase letter: A
The corresponding number is 2

Example run 4:

Enter an uppercase letter: a
The corresponding number is 2

Example run 2:

Enter an uppercase letter: H
The corresponding number is 4

Example run 5:

Enter an uppercase letter: !
a is an invalid input

Example run 3:

Enter an uppercase letter: P
The corresponding number is 7

Application Name: LabGuide4_1
Class Name: Question_1.java

2. Write a program that prompts the user to enter a string (may contain spaces) and displays its last character.

Example Run:

Enter s string: Programming is fun
The last character is n

Application Name: LabGuide4_2
Class Name: Question_2.java

3. Write a program that prompts the user to enter a four-digit binary number as a string and displays its corresponding decimal value. Here is a sample run:

Example Run:

```
Enter a four-digit binary string: 1111
The decimal number for 1111 is 15
```

Application Name: LabGuide4_3
Class Name: Question_3.java

4. Write a program that prompts the user to enter a decimal number between 0 and 15 and displays its corresponding binary value. Here are sample runs: (Explore Integer class methods)

Example Run 1:

```
Enter a decimal number between 0 and 15: 11
The binary number for 11 is 1011
```

Example Run 2:

```
Enter a decimal number between 0 and 15: 5
The binary number for 5 is 101
```

Application Name: LabGuide4_4
Class Name: Question_4.java

5. In a library, there are bookstands and each bookstand contains three shelves. Write a C program that gets size of a shelf, total number of bookstands and total number of books from the user.
- If the current number of bookstands is not enough, the program shows the user how many bookstands are needed.
 - If the current number of bookstands is enough, the appropriate message will appear.
 - Otherwise, shows number of free book space in the bookstand.

Bookstand: kitaplık

Shelf: raf

Example Run#1:

```
Enter the size of a shelf: 30
Enter total number of books: 300
Enter total number of bookstands: 4
Bookstand can be store 60 more book
```

Example Run#2:

```
Enter the size of a shelf: 20
Enter total number of books: 500
Enter total number of bookstands: 3
There is/are 6 bookstand(s) is/are needed
```

Example Run#3:

```
Enter the size of a shelf: 120
Enter total number of books: 360
Enter total number of bookstands: 1
There is/are enough bookstand(s) to store 360 books
```

Application Name: LabGuide4_5
Class Name: Question_5.java