CENG113 – Computer Programming I FALL 2023 - 2024

Lab Guide #3 - Week 4

OBJECTIVE: To get acquainted

You will learn:

Math Class Methods
 Thinking of algorithms

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1. Write a Java program that gets four positive double numbers (q, r, s, t) from the user as input data, and calculates the result of the formula below, and displays the result on the screen.

$$\left(\frac{\left(q^3+s\right)^4}{\sqrt[5]{t^2}}+\sqrt{\left|\frac{r*s}{\sqrt{r^3}}\right|}\right)^3=?$$

Example Run:

Enter a value for q: 1.2 Enter a value for r: 5 Enter a value for s: 2.1 Enter a value for t: 2.2 The result is 3915538.1

> Application Name: LabGuide3_1 Class Name: Question 1.java

2. Write a Java program that reads a five-digit binary number, converts that number to decimal, and displays the decimal number and the sum of its digits.

Example Run1:

Enter a binary number : 11111

Decimal equivalent is 31 and sum of its digits is 4

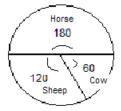
Example Run2:

Enter a binary number: 11101

Decimal equivalent is 29 and sum of its digits is 11

Application Name: LabGuide3_2 Class Name: Question_2.java

3. In a farm, there are several cows, sheep and horses. Write a Java program that gets the number of animals from the user and calculates the central angle for each animal, if their numbers are shown in a circle graphic, as below:



Example Run1:

Enter the number of cows: 200 Enter the number of sheep: 400 Enter the number of horses: 600

The angle of cows is 60.00 degrees The angle of sheep is 120.00 degrees The angle of horses is 180.00 degrees

Example Run2:

Enter the number of cows: 500 Enter the number of sheep: 500 Enter the number of horses: 500

The angle of cows is 120.00 degrees The angle of sheep is 120.00 degrees The angle of horses is 120.00 degrees

Example Run3:

Enter the number of cows: 213
Enter the number of sheep: 512
Enter the number of horses: 418

The angle of cows is 67.09 degrees The angle of sheep is 161.26 degrees The angle of horses is 131.65 degrees

Application Name: LabGuide3_3 Class Name: Question_3.java

4.

Write a Java program that prompts the user for the Cartesian coordinates of two points (x1, y1) and (x2, y2) and displays the distance between them computed using the following formula:

Distance=
$$\sqrt{(x1-x2)^2 + (y1-y2)^2}$$

Example Run:

Enter x1: 4.5 Enter y1: 3.1 Enter x2: 2.4 Enter y2: 1.4 Distance is 2.702

> Application Name: LabGuide3_4 Class Name: Question_4.java

5.

Write a Java program that gets three objects' prices (PC, camera, cell phone) and a budget in dollars from the user. The program should calculate how many of each object can be bought by the user and how much money will be left after buying them. (Hint: You can use modulus operator)

Example Run:

Enter the price of PC (\$): 1300
Enter the price of camera (\$): 750
Enter the price of cell phone (\$): 420

Enter your budget (\$): 6500

You can buy 5 PCs and 0\$ will remain in your pocket
You can buy 8 cameras and \$500 will remain in your pocket
You can buy 15 cell phones and \$200 will remain in your pocket

Application Name: LabGuide3_5 Class Name: Question_5.java