

# LAB 5: ITECalculator

In this lab, you will continue your calculator application by adding the following features:

- A. Create a new class named it **NumberSystemConversion**. The **NumberSystemConversion** class will consist of wide ranges of methods to perform conversion.
- B. Please add **Javadoc** comment to above the class to explain the purpose of this class and above each method to explain it.
- C. In the **NumberSystemConversion** class, please create the following methods:
  1. **binary2Decimal**(long or int binary) to convert from **binary** to **decimal**
  2. **binary2Octal**(long or int binary) to convert from **binary** to **octal**
  3. **binary2Hex**(long or int binary) to convert from **binary** to **hexadecimal**
  4. **octal2Decimal**(long or int octal) to convert from **octal** to **decimal**
  5. **octal2Binary**(long or int octal) to convert from **octal** to **binary**
  6. **octal2Hex**(long or int octal) to convert from **octal** to **hexadecimal**
- D. Please add sixth menu item **Number System Conversion** to the menu
- E. When user chooses menu number **6**, it wills show a submenu containing the following menu
  1. **Binary**
    - **Binary to Octal**

- Binary to Decimal
- Binary to Hexadecimal

Note: In binary, it contains only number 0 and 1. So, please allow the user to input only 0 and 1 if user chooses this submenu. If the user inputs the number beside 0 and 1, please display a message to inform user that in binary only 0 and 1 is allowed.

## 2. Octal

- Octal to binary
- Octal to decimal
- Octal to hexadecimal

Note: In octal, it contains only number from 0 to 7. So, please allow the user to input only from 0 to 7 if user chooses this submenu. If the user inputs the number beside 0 to 7, please display a message to inform user that in binary only 0 to 7 is allowed.

Note: You cannot use built-in function in Java to perform conversion. You need to implement the method yourself based on the knowledge you learn in year 1.