

Lab 6

Requirements:

- Create a Java project named **yourStudentId_OOP_Lab6**
- Read instructions and create classes needed. You are supposed to add 2 classes (*Tester*, and *IntegerNameConverter*) to the project.
- Make sure your classes correctly implement the public interfaces.

1. The main method in *Tester* class

- Use a Scanner object named *inputScanner* to read the user's input.
- Assign the value to the *input* variable.
- Create an *IntegerNameConverter* object named *converter*.
- Use *converter* object to call the *intName* method and print out as *Sample output*.

2. Create *IntegerNameConverter* class

IntegerNameConverter	
Modifier and type	Method (or Variable) and description
Instance variable	
int	num Value to be converted into English name.
Constructor	
IntegerNameConverter (int num) Constructs a converter object with given number.	
Instance methods	
String	intName() a. Write a decision to call the corresponding method to get the name of the digit. b. If the value is between 11 and 19, it will be printed as eleven, twelve, thirteen,, nineteen. c. Return English name of the digit.
String	digitName(int num) a. Takes an Integer from 1 – 9 b. Return a String (“one”, “two”, ..., “nine”)
String	tensName(int num) a. Takes an Integer from 2 – 9 b. Return a String (“twenty”, “thirty”, ..., “ninety”)
String	teenName(int num) a. Takes an Integer from 10 – 19 b. Return a String (“ten”, “eleven”, ..., “nineteen”)

Sample output:**(Lab6)**

Please enter a positive integer < 1000:999

nine hundred ninety nine

Submission: Submit your project as “**.zip file**” via Moodle. No other submissions will be graded.

Reminder: Please zip **the whole project**

Deadline: Tomorrow’s midnight (for both Mon56 and Tue23)