Java Homework 1

1.Write an application program that inputs three integers from the user by using input dialog and displays the sum, average, product, smallest and largest of the numbers on the message dialog.

Case I: without defining any function in your program except the main function.

Case II: define “smallest” and “largest” function in your program.

1. Please describe how the Java application program is executed by using this problem.
2. Please describe the differences between these two cases in your programs.

2. Write a **Java applet** programs that draws a house, some trees, the moon and etc

To form onelandscape.( try your best)

Use the following drawing methods defined in the **Graphics** class.

(You may reference textbook §13.3 §13.5 ~§13.7 p601~622 I will teach you later, but you may try and use these methods first)

drawLine(x1,y1,x2,y2);

drawRect(x,y,w,h);

drwaRoundRect(x,y,w,h,aw,ah);

drawOval(x,y,w,h);

drawstring(“…”,x,y);

drawPolygon(…);

drawImage(…);

…

The house may be like:

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Note: You might want to draw a house that is much more interesting than the one shown here.

Please describe how the Java applet program is executed by usig this problem.

1. Write an application program that read a file name from the input dialog. The file name should has one . (dot) character in it, separating the file name from the file extension. Retrieve the file extension and output it on the message dialog.

For example:

If the user inputs JavaTest1.html, you should output the file extension is ***html****.*

If the user inputs Test2.java you should output the filet extension is ***java***.

1. Please outline and list the drawing methods defined in the class Graphics.

(請整理及列出在class Graphics中和畫圖相關的函數)