

# Assignment 2

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## Problems?

Do not hesitate to ask your teaching assistant at the practical meetings (or Jonas at the lectures) if you have any problems. You can also post a question in the assignment forum in Moodle.

## Prepare Eclipse for Assignment 2

Create a new *package* with the name `YourLnuUserName_assign2` inside the Java project 1DV506 and save all program files for this assignment inside that package.

## VG Exercises

Exercises 7-9 and 13 are VG tasks that is only needed to do if you aspire for a higher grade (A or B).

## Lecture 4 - Control Statements

The ability to combine different control statements to solve a problem is very important. Therefore, there is quite a large number of (short) tasks on this topic.

- **Exercise 1**

Write a program `CountA.java` that reads a string from the keyboard and then prints how many 'a' and 'A' the string contains. An example of what an execution might look like:

```
Provide a line of text: All cars got the highest safty grading A.  
Number of 'a': 3  
Number of 'A': 2
```

- **Exercise 2**

Write a program `Backwards.java` that reads an arbitrary string from the keyboard and then prints it backwards. An example of an execution:

```
Provide a line of text: Anakin Skywalker  
Backwards: reklawyKs nikanA
```

**Notice:** You are supposed to use control statements to iterate over the input text backwards.

- **Exercise 3**

Write a program `LargestK.java`, which for any given positive integer  $N$  (read from the keyboard) computes the largest integer  $K$  such that  $0+2+4+6+8+\dots+K < N$ . An example of an execution:

```
Give a positive integer: 25  
The largest K such that  $0+2+4+6+\dots+K < 25 \Rightarrow K=8$ 
```

- **Exercise 4**

Write a program `HighLow.java`, implementing the game *High and Low*. The computer chooses a random integer between 1 and 100 and lets the user guess the value. After each guess, the user is given a clue of the type “higher” or “lower”. An example of an execution:

```
Guess 1: 67  
Clue: higher  
Guess 2: 82
```

```
Clue: lower
Guess 3: 77
Correct answer after only 3 guesses – Excellent!
```

After 10 guesses, the program ends with a proper comment.

- **Exercise 5**

Write a program `Triangle.java` reading a positive odd integer `N` from the keyboard, and then prints two triangles. First a *right-angled* triangle, then an *isosceles* triangle. An example of an execution:

```
Provide an odd positive integer: 7
Right-Angled Triangle:
  *
 **
***
****
*****
*****
*****

Isosceles Triangle:
  *
 ***
*****
*****
```

The program should end with an error message if the input `N` is not an odd positive integer.

- **Exercise 6**

Write a program `SecondLargest` that reads 10 integers from the keyboard and then prints the second largest one. An example of an execution:

```
Provide 10 integers: 67 -468 36 1345 -7778 0 34 7654 45 -666
The second largest is: 1345
```

Try to design the program such that changing the number of integers to be read (10) is easy.

**Recommendation:** Use a smaller value than 10 while developing the program.

**Notice:** You are not allowed to use arrays or any other data structure for storing all the integers.

- **Exercise 7 (VG-exercise)**

Write a program `CountDigits.java` that for an arbitrary positive integer `N` (read from the keyboard) prints the number of zeros, odd digits, and even digits. An example of an execution:

```
Provide a positive integer: 6789500
Zeros: 2
Odd: 3
Even: 2
```

- **Exercise 8 (VG-exercise)**

Write a program `BirthdayCandles` that computes how many boxes of candles a person needs to buy each year for his birthday cake. You can assume that the person reaches an age of 100, the number of candles used each year is the same as the age, that you save non-used candles from one year to another, and that each box contains 24 candles. Also, at the end, we want you to print the total number of boxes one has to buy, and how many candles that are available after having celebrated the 100th birthday. An example of an execution:

```
Before birthday 1, buy 1 box(es)
Before birthday 7, buy 1 box(es)
Before birthday 10, buy 1 box(es)
Before birthday 12, buy 1 box(es)
Before birthday 14, buy 1 box(es)

...

Before birthday 95, buy 3 box(es)
Before birthday 96, buy 4 box(es)
Before birthday 97, buy 5 box(es)
```

```
Before birthday 98, buy 4 box(es)
Before birthday 99, buy 4 box(es)
Before birthday 100, buy 4 box(es)
```

```
Total number of boxes: 211, Remaining candles: 14
```

**Notice:** In our example we only have a print-out of those birthdays where you must buy boxes. In the non-printed years (e.g. 2-6 and 8-9) you can handle the birthdays without having to buy any more candles.

- **Exercise 9 (VG-exercise)**

Write a program `Palindrome.java`, testing if a line of text (read from the keyboard) is a palindrome. A palindrome is a text consisting of the same sequence of characters read backwards, as if read from the front. Ignore all characters that are not letters, and consider an upper case letter to be equal to the corresponding lower case letter. Examples of palindromes:

```
"Anna"   "x"   "Ff"   "A1 n2%=3N{[a]"   "Was it a rat I saw?"
```

**Hint:** The two static methods `Character.isLetter(char c)` and `Character.toLowerCase(char c)` might be useful!

## Lecture 5 - Arrays and ArrayList

- **Exercise 10**

Complete the program `Reverse.java` below such that:

1. It first prints the content of the array `text`.
2. Reorder the array elements backwards (in opposite order) by shifting place of first and last character, second and second to last character, etc.
3. Then print the array content one more time.

```
public class Reverse {
    public static void main(String[] args) {
        char[] text = { '!', 'y', 's', 'a', 'E', ' ', 's', 'a', 'w', ' ',
                        's', 'i', 'h', 'T' };

        // Continue here ...
    }
}
```

**Notice:** You should not only print them backwards. You should also swap places of the elements in the array.

- **Exercise 11**

Create a program `ReverseOrder.java` that reads an arbitrary number of positive integers from the keyboard and then prints them in reverse order. The reading stops when the user inputs a negative number. An example of an execution:

```
Enter positive integers. End by giving a negative integer.
Integer 1: 5
Integer 2: 10
Integer 3: 15
Integer 4: 20
Integer 5: -7

Number of positive integers: 4
In reverse order: 20, 15, 10, 5
```

**Note:** The user is not supposed to give the number of integers to enter.

- **Exercise 12**

Write a program `FrequencyTable.java` that simulates that you are rolling a dice 6000 times. At the same time, keep track of the number of times you get the result 1, 2, .... (Use an array to save the numbers.) After the simulation, present the frequencies for the different numbers. An example of an execution:

```
Frequencies when rolling a dice 6000 times.
1: 1025
```

```
2: 996
3: 980
4: 1006
5: 1035
6: 958
```

- **Exercise 13 (VG-exercise)**

When the union is reporting about the latest salary negotiations they are presenting the *average salary*, the *median salary*, and the *salary gap* for the workers that they represent. Write a program `SalaryRevision.java` that reads an arbitrary number of salaries (integers) and then reports the median and average salaries, and the salary gap. All of them should be integers (correctly rounded off).

By *salary gap* we mean the difference between the highest and lowest salaries. The *median salary* is the middle salary (or average of the two middle salaries) when all salaries have been sorted. The easiest way to sort an `ArrayList` is to use the static `sort` method in class `java.util.Collections`.

Two different executions might look like this:

```
Provide salaries (and terminate input with 'X'): 21700 28200 26300 25100 22600 22800 19900 X
Median: 22800
Average: 23800
Gap: 8300

Provide salaries (and terminate input with 'X'): 22100 29800 27300 25400 23100 22300 X
Median: 24250
Average: 25000
Gap: 7700
```

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## Submission

All exercises should be handed in and we are only interested in your `.java` files. (Notice that the VG exercises 7, 8, 9, and 13 are not mandatory.) Hence, zip the directory named `YourLnuUserName_assign2` (inside directory named `src`) and submit it using the Moodle submission system.