

Assignment #3

Goal:

- This Assignment gives students more experience in
 - Using program constructs – sequential, selection, and repetition.

Problem Description

You need to write two programs:

1. Write a java program to print a triangle.
The program asks the user to input an integer number between 1-26.
Based on the number entered, different triangles will be displayed.

A sample output:

```
Please enter a number between 1-26
4

  A
 AB
ABC
ABCD
```

2. Write a program to read a positive integer number (between 1 – 200 inclusive) from the user (num). The program then should display all square numbers which are less than num.
For example if user input is 100, the program should print
0 1 4 9 16 25 36 49 64 81

A sample output:

Please enter a positive integer number: 40
0 1 4 9 16 25 36

NOTE:

- Both programs should display appropriate error messages for invalid input provided by the user.

Make a folder containing your two programs source code, compress the folder and submit the zip file to BrightSpace.

Marking Scheme

- [10 marks] Presentation/Style
- [70 marks] Correctness: 35 marks for each program
- [10 marks] Error checking: Appropriate error message for invalid input.
- [10 marks] Documentation: Internal