

COMP 196ABL – Project #5a

4 points (separate from the 12 for project #5); **due about 15 minutes prior to the end** of lab session you attend on February 18, 2019

Either email your flowchart to: sgs@csun.edu or turn it in as hardcopy.

Palindromes (revisited and revised)

The due date for the original project 5 is extended to February 27, 2019. What will happen between now and then will be a step-wise refinement sequence and review, working towards the overall solution.

1. Start with the palindrome program listed in the textbook as listing 5.14. Enter it, make sure it works as advertised in the textbook, and that you understand how it works. As you enter the code, convert to next-line style regarding {}'s.

Today, February 18, draw a flowchart for the logic as it exists in listing 5.14. Use the flowchart structures covered during Monday's lecture.

At the end of each lab session on Monday, we will go over what this flowchart should look like.

COMP 196ABL – Project #5b

4 points (part of the 12 for project #5); **due at the start of the lab session** you attend on February 20, 2019

Either email your flowchart to: sgs@csun.edu or turn it in as hardcopy.

Next, we will jump to step 3 (skipping step 2 for the moment) by expanding the project #5a flowchart to include the logic for looping back after processing each input line to read another input line until someone enters an empty input line.

After we review the revised flowchart, you will write the code to implement just these changes to the program.

COMP 196ABL – Project #5c

4 points (part of the 12 for project #5); **due at the end of the lab session** you attend on February 20, 2019

Email your Java source file to: sgs@csun.edu

Implement the logic for looping back after processing each input line to read another input line until someone enters an empty input line.