

This is what I have so far for two programs. I had a fairly easy time with program 1 and program 7, but had a really hard time with challenge 11

Programming challenge #1 - Roman Numerals

```
1 import java.awt.Font;
2 import java.util.Scanner;
3 /**
4  * Description
5  * -----
6  * Programming Challenge #1 public static void romanNumeral()
7  * Write a program that prompts the user to enter a number within the range of 1
8  * through 10. The program should display the Roman numeral version of that
9  * number. If the number is outside the range of 1 through 10, the program
10 * should display an error message.
11 *
12 * Programming Challenge #7 public static void sortedNames()
13 * Write a program that asks the user to enter three names, and then displays the
14 * names sorted in ascending order. For example, if the user entered "Charlie",
15 * "Leslie", and "Andy", the program would display:
16 * Andy
17 * Charlie
18 * Leslie
19 *
20 * Programming Challenge #11 public static void runningTheRace()
21 * Write a program that asks for the names of three runners and the time, in minutes,
22 * it took each of them to finish a race. The program should display the names of the
23 * runners in the order that they finished.
24 *
25 * -----
26 * @author Vincent Nguyen
27 * @version 09/14/2024
28 */
29 public class HW3VincentNguyen
30 {
31     public static void main(String[] args)
32     {
33     }
```

I initially thought of doing if else statements but since roman numerals were going to go off of numbers I thought it would be easier and cleaner with a case switch method from the book.

```
37 public static void romanNumeral()  
38 {  
39     Scanner input = new Scanner(System.in);  
40     System.out.println("Enter a number within the range of 1 and 10:");  
41     int num = input.nextInt();  
42  
43     String romanNumeral = "";  
44  
45     // Switch statement to determine which number is inputted  
46     switch(num)  
47     {  
48         case 1:  
49             romanNumeral = "I";  
50             break;  
51         case 2:  
52             romanNumeral = ("II");  
53             break;  
54         case 3:  
55             romanNumeral = ("III");  
56             break;  
57         case 4:  
58             romanNumeral = ("IV");  
59             break;  
60         case 5:  
61             romanNumeral = ("V");  
62             break;  
63         case 6:  
64             romanNumeral = ("VI");  
65             break;  
66         case 7:  
67             romanNumeral = ("VII");  
68             break;  
69         case 8:  
70             romanNumeral = ("VIII");  
71             break;  
72         case 9:  
73             romanNumeral = ("IX");  
74             break;  
75         case 10:  
76             romanNumeral = ("X");  
77             break;  
78         default:  
79             System.out.println("Error: Invalid month");  
80             break;  
81     }  
82 }
```

```

83
84 // Setup graphics screen
85 Draw scr = new Draw();
86 scr.clear(Draw.LIGHT_GRAY);
87 scr.setXscale(0, 400);
88 scr.setYscale(400, 0);
89 scr.setTitle("Roman Numerals by Vincent Nguyen");
90
91 // Shapes for fun
92 scr.setPenColor(Draw.RED);
93 scr.filledSquare(100, 300, 100);
94 scr.filledSquare(300, 100, 100);
95
96 scr.setPenColor(Draw.MAGENTA);
97 scr.filledRectangle(100, 100, 50, 100); // (x, y, width, height);
98 scr.filledRectangle(100, 100, 100, 50);
99
100 scr.setPenColor(Draw.WHITE);
101 scr.filledEllipse(100, 300, 30, 100); // (x, y, horizontal radius, vertical radius)
102 scr.filledEllipse(100, 300, 100, 30); // (hori radius (half of ellipse's width)
103 // (vert radius (half of ellipse's height)
104 // Font and Color for Roman Numeral
105 Font romanNumFnt = new Font("Helvetica", Font.BOLD, 100);
106 scr.setFont(romanNumFnt);
107 scr.setPenColor(Draw.MAGENTA);
108 scr.text(300, 300, "" + romanNumeral);
109
110 // Font and Color for Name
111 Font nameFnt = new Font("TimesNewRoman", Font.BOLD, 60);
112 scr.setFont(nameFnt);
113 scr.setPenColor(Draw.YELLOW);
114 String name = "Vincent Nguyen";
115 scr.text( 200, 100, "" + name);
116
117
118 }

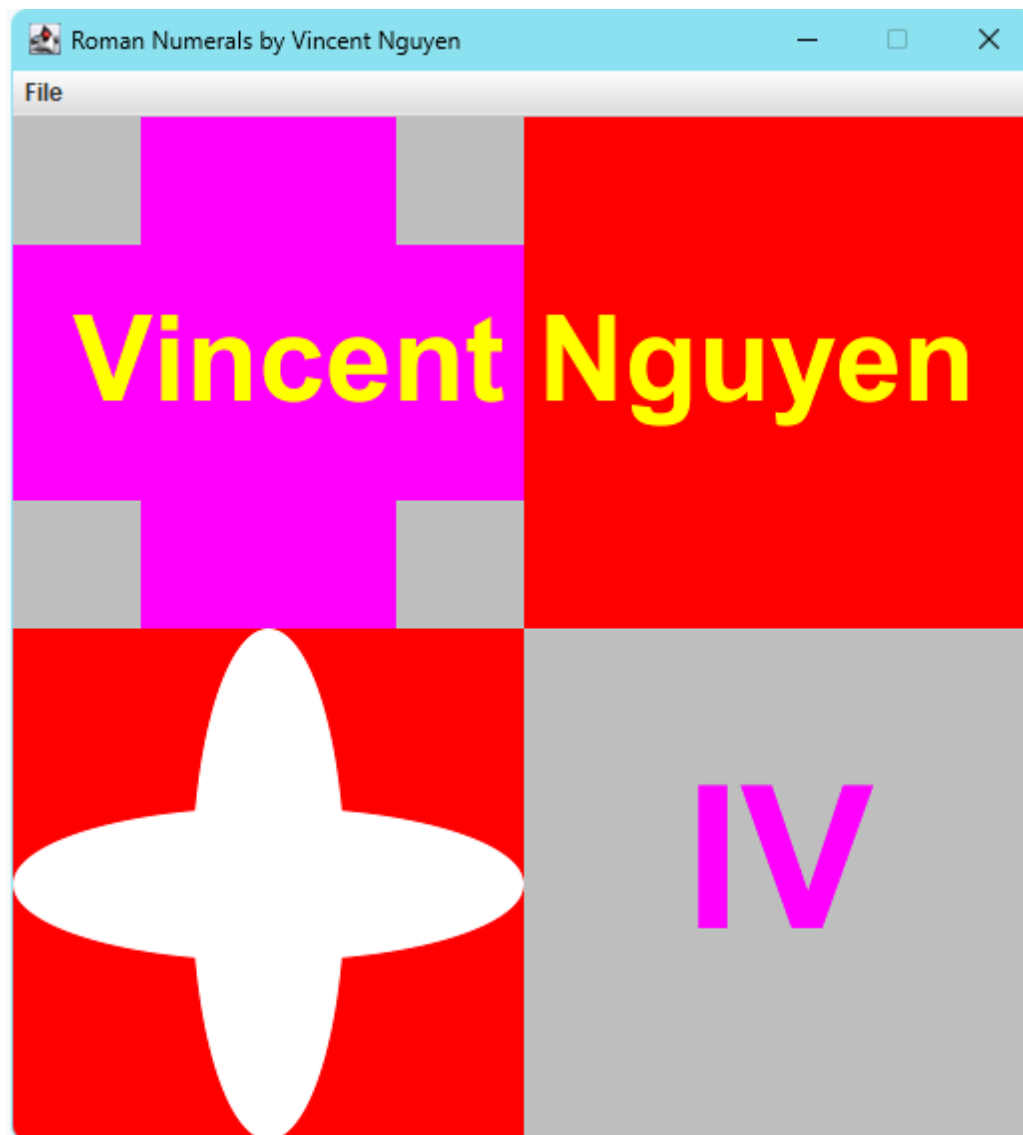
```

Graphics Screen for Roman numerals

Enter a number within the range of 1 and 10:

4

Can only enter input while your program is ru



Programming challenge #7 - Sorted Names

First by comparing if one variable is greater than the other two

Third by comparing the same variable is the lowest otherwise

Second place because its neither the smallest no the largest

Sorted Names

I used the .compareTo methods

Code

```
120 public static void sortedNames()
121 {
122     // Get input from user
123     Scanner input = new Scanner(System.in);
124     System.out.println("Enter three names");
125     String name1 = input.nextLine(); // .nextline for string
126     String name2 = input.nextLine(); // .nextDouble for double
127     String name3 = input.nextLine(); // .nextFloat for float
128
129     String first = "";
130     String second = "";
131     String third = "";
132
133     // Checks if name1 is greater than name2 and name3
134     // If name1 is greater than name2 and name3 assign it third as highest value
135     // Since the desire is for ascending order we want the third value highest to
136     // lowest
137     if(name1.compareTo(name2) > 0 && name1.compareTo(name3) > 0)
138     {
139         third = name1;
140     }
141
142     // if name1 is the lower than name2 and name3 assign it first as lowest value
143     else if(name1.compareTo(name2) < 0 && name1.compareTo(name3) < 0)
144     {
145         first = name1;
146     }
147     // if the first two conditions are not met then that means name1 is neither
148     // greater than both or lower than both
149     else
150     {
151         second = name1;
152     }
153
154
155     // Checks name2
156     // if name2 is greater than name1 and name3, assign to third
157     if(name2.compareTo(name1) > 0 && name2.compareTo(name3) > 0)
158     {
159         third = name2;
160     }
161
162     else if(name2.compareTo(name1) < 0 && name2.compareTo(name3) < 0)
163     {
164         first = name2;
165     }
166     else
167     {
168         second = name2;
169     }
```

```

170
171 // Checks name3
172 // if name3 is greater than name1 and name 2, assign it as third
173 if(name3.compareTo(name1) > 0 && name3.compareTo(name2) > 0)
174 {
175     third = name3;
176 }
177 else if(name3.compareTo(name1) < 0 && name3.compareTo(name2) < 0)
178 {
179     first = name3;
180 }
181 else
182 {
183     second = name3;
184 }
185
186 // Graphics screen setup
187 Draw scr = new Draw();
188 scr.clear(Draw.LIGHT_GRAY);
189 scr.setXscale(0, 400);
190 scr.setYscale(400, 0);
191 scr.setTitle("Sorted Names by Vincent Nguyen");
192
193 // Shapes for fun
194 scr.setPenColor(Draw.BLACK);
195 scr.filledSquare(300, 300, 100);
196
197 scr.setPenColor(Draw.DARK_GRAY);
198 scr.filledRectangle(100, 100, 50, 100); // (x, y, width, height);
199 scr.filledRectangle(100, 300, 50, 100);
200
201 scr.setPenColor(Draw.WHITE);
202 scr.filledEllipse(100, 300, 30, 100); // (x, y, horizontal radius, vertical radius)
203 scr.filledEllipse(100, 100, 30, 100); // (hori radius (half of ellipse's width)
204 // (vert radius (half of ellipse's height)
205
206 // Font and Color for names
207 Font romanNumFnt = new Font("Serif", Font.PLAIN, 30);
208 scr.setFont(romanNumFnt);
209 scr.setPenColor(Draw.WHITE);
210
211 int xPos = 210, yPos = 250;
212 scr.textLeft(xPos, yPos, "" + first);
213 scr.textLeft(xPos, yPos + 50, "" + second);
214 scr.textLeft(xPos, yPos + 100, "" + third);
215
216 // Font and Color for Name
217 Font nameFnt = new Font("TimesNewRoman", Font.BOLD, 60);
218 scr.setFont(nameFnt);
219 scr.setPenColor(Draw.GREEN);
220 String name = "Vincent Nguyen";
221 scr.text(100, 200, "" + name, 90);
222
223 }

```

Class compiled - no svntax errors

Graphics output for sorted names



Programming Challenge #11 - Running the Race

Running the names was the program I had the most trouble on. My first issue was the input

```
227
228 Scanner input = new Scanner(System.in);
229 System.out.println("\nEnter the name of 1st runner: ");
230 String runner1 = input.nextLine();
231 System.out.println("Enter their time (minutes): ");
232 double runTime1 = input.nextDouble();
233
234
235 System.out.println("\nEnter the name of 2nd runner: ");
236 String runner2 = input.nextLine();
237 System.out.println("Enter their time (minutes): ");
238 double runTime2 = input.nextDouble();
```

My input would be able to take the first name and their time, but “skipped” the second input and went to the third. This confused me for a while until I asked for some help.

I realized that **line 232** which asks for a double input leaves a white space after hitting the enter key to input the double. This makes line 236 input read the whitespace as a name and “skips” that part of the code.

I had to add the code on line 233 to consume the whitespace that allows for the next input. (`input.nextLine();`)

```
228 Scanner input = new Scanner(System.in);
229 System.out.println("\nEnter the name of 1st runner: ");
230 String runner1 = input.nextLine();
231 System.out.println("Enter their time (minutes): ");
232 double runTime1 = input.nextDouble();
233 input.nextLine(); // Consumes the space after the enter k
234                  // is hit
235
```


My first problem was the logic for determining who was first. I based my logic off of the second program

I changed this slightly keeping my first place comparison the same (If runTime1 was greater than the other 2)

Then realized I could compare the next variable (runTime2) with the another variable (runTime3) and if it was lower then it would get second place.

Otherwise that would leave the only option of runTime3 being larger and in second place instead. I applied this for the 3 different variables

```
257 if(runTime1 < runTime2 && runTime1 < runTime3)
258 {
259     first = runner1;
260     time1 = runTime1;
261     if (runTime2 < runTime3) // checks if the second runner
262     // is lower than third time if so make 2nd place the second runner
263     {
264         second = runner2;
265         time2 = runTime2;
266         third = runner3;
267         time3 = runTime3;
268     }
269     //
270     else
271     {
272         second = runner3;
273         time2 = runTime3;
274         third = runner2;
275         time3 = runTime2;
276     }
277 }
```

I tried cleaning my code up a bit after

I compacted this code just like double

```
String first = "";
String Ssecond = "";
String third = "";
String tied = "Tied!";

double time1, time2, time3;
```

->

```
249 String first = "", second = "", third = "";
250 String tied = ""; // place holder
251
252 double time1, time2, time3;
```

After testing my code I realized that I had made two values even and decided that I should add an if statement that checks if they are tied first

Code

```
225 public static void runningTheRace()  
226 {  
227  
228     Scanner input = new Scanner(System.in);  
229     System.out.println("\nEnter the name of 1st runner: ");  
230     String runner1 = input.nextLine();  
231     System.out.println("Enter their time (minutes): ");  
232     double runTime1 = input.nextDouble();  
233     input.nextLine(); // Consumes the space after the enter key  
234                     // is hit  
235  
236     System.out.println("\nEnter the name of 2nd runner: ");  
237     String runner2 = input.nextLine();  
238     System.out.println("Enter their time (minutes): ");  
239     double runTime2 = input.nextDouble();  
240     input.nextLine(); // Consume the space after the enter key  
241                     // is hit  
242  
243     System.out.println("\nEnter the name of 3rd runner: ");  
244     String runner3 = input.nextLine();  
245     System.out.println("Enter their time (minutes): ");  
246     double runTime3 = input.nextDouble();  
247     input.nextLine(); // Consumes the whitespace  
248
```

Class compiled - no syntax errors

```
247     input.nextLine(); // Consumes the whitespace  
248  
249     String first = "", second = "", third = "";  
250     String tiedForFirst = "", tiedForSecond = "";  
251     String tied = ""; // place holder  
252  
253     double time1 = 0, time2 = 0, time3 = 0;  
254  
255     if (runTime1 == runTime2 && runTime1 == runTime3)  
256     {  
257         tied = "All runners are tied for first place!";  
258     }  
259     else if (runTime1 == runTime2)  
260     {  
261         tiedForFirst = runner1 + " and " + runner2 + " are tied for 1st Place";  
262         first = runner3;  
263         time1 = runTime3;  
264     }  
265     else if (runTime1 == runTime3)  
266     {  
267         tiedForFirst = runner1 + " and " + runner3 + " are tied for 1st place";  
268         first = runner2;  
269         time1 = runTime2;  
270     }
```

```

271 else if (runTime2 == runTime3)
272 {
273     tiedForSecond = runner2 + " and " + runner3 + " are tied for 2nd place";
274     first = runner1;
275     time1 = runTime1;
276 }
277
278 if(tied.isEmpty())
279 {
280
281     // Checks if runner 1 is first, third, or second
282     // First if state checks if runner1 is the lowest time
283     if(runTime1 < runTime2 && runTime1 < runTime3)
284     {
285         first = runner1;
286         time1 = runTime1;
287         if (runTime2 < runTime3) // checks if the second runner
288             // is lower than third time if so make 2nd place the second runner
289         {
290             second = runner2;
291             time2 = runTime2;
292             third = runner3;
293             time3 = runTime3;
294         }

```

```

296     else
297     {
298         second = runner3;
299         time2 = runTime3;
300         third = runner2;
301         time3 = runTime2;
302     }
303 }
304 else if(runTime2 < runTime1 && runTime2 < runTime3)
305 {
306     first = runner2;
307     time1 = runTime2;
308     if(runTime1 < runTime3)
309     {
310         second = runner1;
311         time2 = runTime1;
312         third = runner3;
313         time3 = runTime3;
314     }
315     else
316     {
317         second = runner3;
318         time2 = runTime3;
319         third = runner1;
320         time3 = runTime1;

```

```

321     }
322 }
323 else // that means runner 3 has to be the last option to be first
324 {
325     first = runner3;
326     time1 = runTime3;
327     if(runTime1 < runTime2)
328     {
329         second = runner1;
330         time2 = runTime1;
331         third = runner2;
332         time3 = runTime2;
333     }
334     else
335     {
336         second = runner2;
337         time2 = runTime2;
338         third = runner1;
339         time3 = runTime1;
340     }
341 }
342 }

```

```

343 // Draw Graphics Screen
344 Draw box = new Draw();
345 box.clear (Draw.DARK_GRAY);
346 box.setXscale(0, 400);
347 box.setYscale(400, 0);
348 box.setTitle("Running the Race by Vincent Nguyen");
349
350 // Shapes for background
351 box.setPenColor(Draw.GREEN);
352 box.filledSquare(50, 50, 50);
353
354 box.setPenColor(Draw.RED);
355 box.filledCircle(350, 350, 20);
356
357 box.setPenColor(Draw.MAGENTA);
358 box.filledEllipse (300, 100, 50, 100);
359 box.filledEllipse (300, 100, 100, 50);
360
361 box.filledRectangle (100, 300, 50, 150);
362
363
364 // Font for name
365 Font bigger = new Font("Mongolas", Font.BOLD, 60);
366 box.setFont(bigger);

```

```

367 box.setPenColor(Draw.WHITE);
368 box.text(180, 180, "Vincent Nguyen", 50);
369
370 // Font for displaying results
371 Font big = new Font("Arial", Font.PLAIN, 20);
372 box.setFont(big);
373 box.setPenColor(Draw.LIGHT_GRAY);
374
375 int xPos = 170, yPos = 240;
376
377 if(!tied.isEmpty())
378 {
379     box.textLeft(xPos - 20, yPos, "" + tied);
380     box.textLeft(xPos - 20, yPos + 15, runner1 + ", " +
381         runner2 + ", " + runner3);
382     box.textLeft(xPos - 20, yPos + 30, "Time of: " + runTime1);
383 }
384 else if(!tiedForFirst.isEmpty())
385 {
386     box.textLeft(xPos, yPos, tiedForFirst);
387     box.textLeft(xPos, yPos + 15, "Time: " + runTime1);
388     box.textLeft(xPos, yPos + 30, runner3 + " takes 2nd place");
389     box.textLeft(xPos, yPos + 45, "Time: " + runTime3);
390 }
391 else if (!tiedForSecond.isEmpty())
392 {
393     box.textLeft(xPos, yPos, "1st place: " + first + " with time: " + time1);
394     box.textLeft(xPos, yPos + 15, tiedForSecond);
395     box.textLeft(xPos, yPos + 30, "Time: " + runTime2);
396 }
397 else
398 {
399     box.textLeft(xPos, yPos + 15, "1st place: " + first +
400         "Time: " + time1);
401     box.textLeft(xPos, yPos + 30, "2nd place: " + second +
402         "Time: " + time2);
403     box.textLeft(xPos, yPos + 45, "3rd place: " + third +
404         "Time: " + time3);
405 }
406 }
407
408 }

```

Graphics Screen

