Zachary Bell

CS 1401 – Fall

Lab 3

**Activity 1**

1. ***Scenarios:***

|  |  |  |
| --- | --- | --- |
| **Input (numSoftware)** | **Discount** | **Output (discountPrice)** |
| 5 | 0 | 495 |
| 18 | 0.2 | 1425.6 |
| 49 | 0.3 | 3395.7 |
| 50 | 0.4 | 2970 |
| 1250 | 0.5 | 61875 |

1. *See lab3Fall15.java*

Note: Pseudo code example 2 used.

**Activity 2**

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| --- |
| 1. Ask the user to enter the amount of dollars that Zoe owns 2. Retrieve this amount using some kind of a listener and store it in a double variable called Zoe 3. Ask the user to enter the amount of euros that Gonzague owns 4. Retrieve this amount using some kind of a listener and store it in a double variable called Gonzague 5. Display the original amount of dollars of Zoe 6. Display the original amount of euros of Gonzague 7. Create a new variable of type double, called currencyRatio 8. Get a value for the exchange rate and assign it to currencyRatio 9. Gonzaque = Gonzaque / currencyRatio 10. Zoe = Zoe \* currencyRatio 11. Display the value stored in Zoe as the amount that Zoe now owns in dollars 12. Display the value stored in Gonzague as the amount that Gonzague now owns in euros |