South Louisiana Community College ASDV 1220, Programming Fundamentals

WORK with the partner AS ASSIGNED TODAY . USE ONE COMPUTER. **Swap** from Coder to Navigator in each problem.

Learning Objectives

After completion of this lab, you should be able to

- 1. Understand evaluation of algebraic expressions
- 2. Understand the Math.pow method
- 3. Understand reading text from the console
- 3. Typecasting
- 5. Compound operators

Create project Lab5

Problem 1

Inside the main of Lab5, write code that asks the user to enter 2 numbers and prints back the 2 numbers read.

Problem 2

Create a class called **Swap**. In its main(), it does the following:

- 1. The program prompts the user to enter 2 real (double) numbers, reads the numbers and then prints the numbers.
- 2. Uses the Math class and the **pow** method and displays the result of the first number to the power of the second number entered.
- 3. Uses the Math class and the **pow** method and displays the result of the second number to the power of the second number entered.

Problem 3

Create a class WhatsYourName. In its main() it does the following:

- 1. Uses the type **String** and reads the first and last name of the user.
- 2. Displays the name of the user.

```
Use the code below, inside your main:
          public static void main(String[] args)
17
18 📮
          {
19
20
              Scanner scan = new Scanner( System.in);
              String lastName;
                                     // this variable is set to null
21
              String firstName = ""; //this variable is intialized to empty string
22
23
24
              System.out.print( "What is your first name? ");
25
              firstName = scan.next();
26
              System.out.print( "What is your last name? ");
27
28
              lastName = scan.next();
29
              System.out.println( firstName + " " + lastName + " is a beautiful name!");
30
31
          }
32
```

Problem 4

Create a class **WhatsYourSSN**. In its main() it does the following:

- 1. Uses the type **String** and reads the SSN of the user.
- 2. Displays the SSN of the user.

Problem 5

Create a class **Operators** and fill in the following and add the code in steps 1 through 6 as described in the comments.

```
The final output should be:
```

```
Output – Lab5 (run) 🛛
         \mathbb{D}
                run:
                1.5
         \mathbb{D}
                2.5
                2.0
         22
                x=10 y=20 d=5.0 z1= 1.5 z2=2.5 z3=2.0
                BUILD SUCCESSFUL (total time: 0 seconds)
1
      package lab5;
2
      public class Operators
3
      ł
 4
          public static void main(String[] args)
5
   Ξ
          {
6
              int x = 8; int y = 15; double d = 2;
7
              //1. Increment x by 2
8
9
                  //add code here
10
11
              //2. Increment y by 5 using the += operator
                  //add code here
12
13
              //3. Increment d by 1 using the ++ operator
14
15
                  //add code here
16
17
              //4. Modify the expression below to print z1 = 1.5 and not 0.0
              double z1 = (x / y) * d++;
18
19
              System.out.println ( z1 );
20
21
              //5. Modify the expression below to print z_2 = 2.5 and not 0.0
22
              double z^2 = (x / y) * d;
              System.out.println ( z2 );
23
24
             // 6. Declare a variable z3 of type double and modify the
25
26
             //right hand side of the expression you built in step 5 for the
             //expression to evaluate to 2.0.
27
28
             //Assign the evaluation to variable z3
              double z3 = 0;
29
              //add code here
30
31
              System.out.println ( z3 );
32
              System.out.println ( "x=" + x + " y=" + y + " d=" + d +
33
                             " z1= " + z1 + " z2=" + z2 + " z3=" + z3 );
34
35
          }
36
      }
```