

Lab Week 2

Chapter 2

Practice Programs 1, 2, 4, 5,6 Page 130 of your text

Start with any existing program you like or create these from scratch:

1. Write and run a program that reads three whole numbers (ints) and displays the average of the three numbers (as a double). Try the program with different values to make sure it works correctly.
2. Write and run a program that uses **Scanner keyboard** and **nextLine()** or to read two Strings from the keyboard. Display each of them, together with its length, both on one line, producing two separate output lines, one for each String. Then create a new String by joining the two Strings, separated by a blank or space. Finally, display this new String together with its length on a third output line. Name your file Practice2_2.java.
Input example: String s1 = keyboard.nextLine();

Example: if the two Strings that were entered were:

```
Hi there,  
Java
```

then the output would be these three lines:

```
Hi there, 9  
Java 4  
Hi there, Java 14
```

4. Write and run a program that reads a four-digit integer, such as 1998, and then displays it, one digit per line, like so: (save file as FourDigits.java)

```
1  
9  
9  
8
```

Your prompt should tell the user to enter a four-digit number; you can then assume that the user follows directions. (*Hint*: Use the integer division and remainder/modulus operators, / and %.)

5. Write and run a program that reads a four-digit integer, such as 1998, as a String, not an int, and then displays it, one digit per line, like so: (save as FourDigitsString.java)

```
1  
9  
9  
8
```

Use keyboard.next() or input.next() and String methods instead of the *Hint* in Practice Program

6. Find and fix the runtime errors in program **Input.java**.