

Project 3 – Elementary Java Programming

In order to complete this project, you need to borrow or otherwise acquire a copy of the JavaPlease Workbook, by James Janossy (2004, Stipes Publishing, Inc., 1-58874-334-9), and read section A (the first of the four chapters in the book). This chapter deals with elementary programming in Java. The following problem is exercise X5 on page 18 of this book. In order to complete this problem, you need to read and actually process programs A0 through A5, you can't skip over them. Examining those programs and run them using the JavaPlease environment. Program A5 serves as the basis for the following problem.

This exercise gets you thinking about how to determine something about a value, such as whether it is even or odd, by applying one of the available Java operations to it and using its result to make a decision. Examine the A5_maxmin.java program and open it using Notepad. Save it as X5_oddeven.java. Now use Notepad to modify your X5_oddeven.java program to generate 15 random integers in the range 0-499. As each number is generated, determine if it is odd or even by using the "remainder" function % and the divisor 2. If the remainder from this operation is 0, the number is even; if the remainder is 1 the number is odd. Use two simple "if" tests and direct each to print the number and a message in this format: "n is odd" or "n is even" where n is the random number itself. Use JavaPlease to compile and execute your program. Print your X5_offeven_LIST.txt file, put your name at the top of it and submit it for grading.
