

Lab 11

(Due date: Wednesday, 4/1/2009 in the Lab hours)

Your name:	Score:
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1. For Java Project Fig6.3-Fig6.4 on p. 245-246:
 - a. Modify class MaximumFinder so that it will find the maximum of 6 numbers (double). (Hints: by using the method maximum()).
 - b. Do not modify class MaximumFinderTest.
2. For Java Project Fig6.7 on p. 256:
 - a. Modify only one statement so that the outputs will in the range of 100 through 105.
3. Practice with Java Project Fig6.13-Fig6.14 on p. 267-268.
4. Practice with Java Project Fig6.16-Fig6.17 on p. 271-272.
5. For Java Project Fig6.9-Fig6.10 on p. 260-267:
 - a. Figure a different winning policy in playing Craps and implement it in the project (applying simple winning rules).
 - b. Write down the winning rules in the following and show the implementation results to the instructor.