Assignment 3

(Java Programming Practices)

(**Due on Thursday, 2/11/2009**)

Your name:	Score:

Important Notice:

1. Create a directory whose name should read like "**Assignment03_YourLastName**" (for example, "Assignment03_Yi". The name should *NOT* include space(s)).
2. Create and complete a project under this directory for each of the following Java projects. The **project name** should look like "**Ch2_Qnumber**" (for example, project name "**Ch2_31**" should be used for the *following first project*).
3. After completing the assignments, compress the directory (including all its contents) into **a single ZIP file** and send the compressed file (with the same name as the directory) to the instructor by email (The **email SUBJECT should read "Assignment03 from YourFirstName YourLast Name",** for example, "Assignment03 from Beifang Yi").
4. From this assignment on, programming projects will be **graded based on both correctness and programming style (proper comments, white spaces, blank lines, indentation …).** The full score is 100 points with 10~40 points for the programming style (the remaining 90~60 points for the correctness evaluation). A bonus of up to 5 points will be given to those who strictly follow Java Code Conventions (the example code from the book is a typical example).

Complete the following Chapter 2 programming projects:

- **Ch2_31.** (*Table of Squares and Cubes*) Using only the programming techniques you learned in this chapter, write an application that calculates the squares and cubes of the numbers from 0 to 8 and prints the resulting values in table format, as shown below (you need to use format specifiers, such as "%\d", "%\s", "\n", and "**t**" to format the output):

```
number  square  cube
0       0       0
1       1       1
2       4       8
3       9       27
4       16      64
5       25      125
6       36      216
7       49      343
8       64      512
```

- **Ch2_32.** (*Negative, Positive and Zero Values*) Write a program that inputs five numbers and determines and prints the number of negative numbers input, the number of positive numbers input and the number of zeros input.