

Lab Assignment 2
Due Thursday November 12th , 2009

Program 4:

This program is called Guessing A Number . The function of this program is to guess a number and after several calculations, the final result should be 1. **Your job is to write a Java program** that does this calculations. Your program should follow the following steps:

- 1) Reads a number from the keyboard.
- 2) Add 3 to this number.
- 3) Multiply your answer by 2.
- 4) Subtract 4 from your answer.
- 5) Divide your answer by 2
- 6) Subtract the number with which you started.
- 7) Display the final answer on the screen.

Program 5:

This program is called machine change program. In this program, the user enters an amount of change from 1 to 100 fels via keyboard. The program response by telling the user vis screen one combination of coins that equal that amount of change. For example, if the user enters 100 fels, then the program tell the user that 100 fels can give two 50 fels. You decide the dialog and the output format.

Note : Your name and program number should be included as part of your program documentation.

