1. Review Questions

[Exercise 5.1] What happens in the MinOfThree program if two or more of the values are equal? If exactly two of the values are equal, does it matter whether the equal values are lower or higher than the third?

[Exercise 5.2] What is wrong with the following code fragment? Rewrite it so that it produces correct output.

```java
if (total == MAX)
    if (total < sum)
        System.out.println("total ==MAX and is , sum.");
    else
        System.out.println("total is not equal to MAX");
```
[Exercise 5.3] What is wrong with the following code fragment? Will this code compile if it is part of an otherwise valid program? Explain.

```java
if (length = MIN_LENGTH)
    System.out.println("The length is minimal.");
```

[Exercise 5.4] What output is produced by the following code fragment?

```java
int num = 87, max = 25;
if (num >= max*2)
    System.out.println("apple");
    System.out.println("orange");
    System.out.println("pear");
```
What output is produced by the following code fragment?

```java
int limit = 100, num = 15, num2 = 40;
if (limit <= limit)
{
    if (num == num2)
        System.out.println("lemon");
    System.out.println("lime");
}
System.out.println("grape");
```

2. Programming Projects

Choose ***three of the following five*** programming projects and implement them. Your grade will NOT depend on which ones you choose. Just pick the ones that you like.

[Programming Project 5.1] Design and implement an application that reads an integer value representing a year from the user. The purpose of the program is to determine if the year is a leap year (and therefore has 29 days in February) in the Gregorian calendar. A year is a leap year if it is divisible by 4, unless it is also divisible by 100 but not 400. For example, the year 2003 is not a leap year, but 2004 is. The year 1900 is not a leap year because even though it is divisible by 100, but the year 2000 is a leap year because even though it is divisible by 100, it is also divisible by 400. Produce an error message for any input value less than 1582 (the year the Gregorian calender was adopted).
[Programming Project 5.16] Design and implement an application that plays rock-paper-scissors game against the computer. When played between two people, each person picks one of three options (usually shown by hand gesture) at the same time, and the winner is determined. In the game, Rock beats Scissors, Scissors beats paper, and Paper beats Rock. The program should randomly choose one of the three options (without revealing it), the prompt for a user’s selection. At that point, the program reveals both choices and prints a statement indication if the user won, the computer won, or if it was a tie. Continue playing until the user chooses to stop, then print the number of user wins losses, and ties.

[Programming Project 5.18] Design and implement an application that simulates a simple slot machine in which three number between 0 and 9 are randomly selected and printed side by side. Print an appropriate statement if all three of the number are the same, or if any two of the number are the same. Continue playing until the user chooses to stop.

[Programming Project 5.33] Modify the Account class from Chapter 4 so that it performs validity check on the deposit and withdraw operations. Specifically, don’t allow the deposit of a negative number or a withdraw that exceeds the current balance. Print appropriate error messages if these problems occur.

[Programming Project 5.41] Design and implement a class called Card that represents a standard playing card. Each card has a suit and face value. Create a program that deals 5 random cards.

3. * For Advanced (or Bored) Students Only!

   [Programming Project 5.38] Design and implement a program that counts the number of punctuation marks in a text input file. Produce a table that shows how many times each symbol occurred.

   Hint: You can limit the code to only counting the following signs: '.', ',', '!', '?', and ';'.

4. What to Submit

   For part 1 submit a text file with your answers using WebCT.
   For part 2 (and 3 if you chose to do it) submit your code electronically using WebCT.
   Submit your homework *BEFORE* 8pm on Friday, Oct. 5.
   IMPORTANT: Once again, no late homeworks will be accepted.

   That’s it. Good Luck!