

King Saud University
College of Computer & Information Science
CSC111 – Lab05
Loops
All Sections

Instructions

Web-CAT submission URL:

<http://10.131.240.28:8080/Web-CAT/WebObjects/Web-CAT.woa/wa/assignments/eclipse>

Objectives:

Student should learn how to:

- 1- Follow the loop design strategy to develop loops.
- 2- Control a loop with a sentinel value.
- 3- Write loops using for statements
- 4- Write nested loops
- 5- Combine loops and control statements to solve problems with complex logic

Lab Exercise 1

Part1

Write a Java program that calculates and prints the cost of games that a customer buys at a gaming store as following:

- The cost of the game is input.
- A customer must buy at least 1 game (otherwise print "Error").
- If a customer buys more than 2 games then he will get a 20% discount.

Your program should read game id, the cost of the game as a double value and number of games. Then it should print the total cost after discount (if applicable). Name your class **GameStore1**.

Here are some sample runs to show different cases:

Sample Run 1

```
Welcome to Gaming Center :).  
Please, enter game id: 1 ↵  
Please, enter the price of a game: 100 ↵  
Please, enter number of games: 5 ↵  
Total price for game 1 is: 400.0SR
```

Sample Run 2

```
Welcome to Gaming Center :).  
Please, enter game id: 3 ↵  
Please, enter the price of a game: 200 ↵  
Please, enter number of games: 2 ↵  
Total price for game 3 is: 400.0SR
```

Sample Run 3

```
Welcome to Gaming Center :).
Please, enter game id: 6 ↵
Please, enter the price of a game: 200 ↵
Please, enter number of games: 0 ↵
Error
```

Solution

- 1- Create a new eclipse project and name it **Lab05**
- 2- Create a new class and name it **GameStore1**. Make sure you choose the `public static void main` option.
- 3- Write the program as shown in next page (you can ignore comments)
- 4- When you are done, save your program and run it. Make sure it prints the output as shown above.
- 5- Submit your program to WebCAT through. Ask your TA for help.

```
import java.util.Scanner;
public class GameStore1 {

    public static void main(String[] args) {
        Scanner input = new Scanner(System.in);
        System.out.println("Welcome to Gaming Center :).");
        System.out.print("Please, enter game id: ");
        int id = input.nextInt();
        System.out.print("Please, enter the price of a game: ");
        double price = input.nextDouble();
        System.out.print("Please, enter number of games: ");
        int num = input.nextInt();
        if (num < 1)
            System.out.println("Error");
        else {
            double totalPrice;

            //if more than two copies then use discount
            //check the value num and decide to give a discount or not
```

```
        ...
        System.out.println("Total price for game "+ id +" is: " +
totalPrice + "SR");
    }
}
```

Part 2

Previous program has a problem since it does not allow you to enter different prices for different games. Convert your program into an interactive point of sale program for a gaming store. The new program should work as following:

- The program will read id, price of games until user enters -1 as a game id.
- If a customer buys more than 2 copies then he will get a 20% discount otherwise he will pay regular price.
- The program should print price before discount, discount amount and price after discount.

Name your class **GameStore2**.

Here are some sample runs to show different cases:

Sample Run 1

```
Welcome to Gaming Center :).  
Please, enter game id: 1 ↵  
Please, enter the price of next game: 100 ↵  
Please, enter game id: 2 ↵  
Please, enter the price of next game: 130 ↵  
Please, enter game id: 4 ↵  
Please, enter the price of next game: 200 ↵  
Please, enter game id: -1 ↵  
Total price before discount: 430.0SR  
Your discount is: 86.0SR  
Total price after discount: 344.0SR
```

Sample Run 2

```
Welcome to Gaming Center :).
Please, enter game id: 1 ↵
Please, enter the price of next game: 100 ↵
Please, enter game id: 2 ↵
Please, enter the price of next game: 200 ↵
Please, enter game id: -1 ↵
Total price before discount: 300.0SR
Your discount is: 0.0SR
Total price after discount: 300.0SR
```

Solution

- 1- Use the same project **lab05** that you created before
- 2- Create a new class and name it **GameStore2**. Make sure you choose the `public static void main` option.
- 3- Write the program as shown in next page (you can ignore comments).
- 4- When you are done, save your program and run it. Make sure it prints the output as shown above.
- 5- Submit your program to WebCAT through. Ask your TA for help.

```
import java.util.Scanner;
public class GameStore2 {
    public static void main(String[] args) {
        Scanner s = new Scanner(System.in);
        System.out.println("Welcome to Gaming Center :).");
        System.out.print("Please, enter game id: ");
        int id = s.nextInt();//read the first game id
        double totalPrice = 0;
        int num = 0;
        /* repeat until id=-1 */
        {
            //ask user for the price of the next game
            /* */
            //add price to the total price
            /* */
            //increment number of game copies
            num++;
            //ask user for the next id
            /* */
        }
        double discount = 0;
```



```

*****
Enter your option :> add ↵
Please, enter game id (-1 to end): 1 ↵
Please, enter game id (-1 to end): 2 ↵
Please, enter game id (-1 to end): 3 ↵
Please, enter game id (-1 to end): -1 ↵
*****
*                               Welcome to Gaming Center :)                               *
*                               -----                               *
*   Please enter one of the following options:                                       *
*   1) add ==> this allows you to add a game to inventory                         *
*   2) sell ==> this allows you to sell games to a customer                       *
*   3) exit ==> to end this program                                               *
*                                                                                   *
*****
Enter your option :> sell ↵
Please, enter game id (-1 to end): 1 ↵
Please, enter the price of next game: 100 ↵
Please, enter game id (-1 to end): 10 ↵
Please, enter the price of next game: 200 ↵
Please, enter game id (-1 to end): 6 ↵
Please, enter the price of next game: 120 ↵
Can not sell more games. Out of stock :(
Total price before discount: 420.0SR
Your discount is: 84.0SR
Total price after discount: 336.0SR
*****
*                               Welcome to Gaming Center :)                               *
*                               -----                               *
*   Please enter one of the following options:                                       *
*   1) add ==> this allows you to add a game to inventory                         *
*   2) sell ==> this allows you to sell games to a customer                       *
*   3) exit ==> to end this program                                               *
*                                                                                   *
*****
Enter your option :> exit ↵
Thanks. Goodbye!

```

Solution

- 1- Use project **Lab05**
- 2- Create a new class and name it **GameStore3**. Make sure you choose the `public static void main` option.
- 3- Write the program in following two pages (you can ignore comments).

- 4- When you are done, save your program and run it. Make sure it prints the output as shown above.
- 5- Submit your program to WebCAT through. Ask your TA for help.

Part 4

Convert your program into an interactive game-store managing program. New program should let the user enter data for a new game sale, calculates the revenue and then asks the user if he wants to continue. If the user answers “yes” program should keep reading game sales and calculating the revenue. It only terminates when user answers “no”. (**Bonus:** print total revenue for all sales before terminating program).

(**Note:** unlike other primitive data types like **int** and **double**, to compare two **String** variables **s1** and **s2** use **s1.equals(s2)**. Do NOT use **s1 == s2**

Here is a sample run of the program

Sample Run

```
Welcome to Gaming Center :).  
Please, enter the type of the game: g ↵  
Please, enter the price of a game: 100 ↵  
Please, enter number of copies: 1 ↵
```

```
Total price is: 140.0
Do you want to continue? yes or no: yes ↵
Please, enter the type of the game: g ↵
Please, enter the price of a game: 100 ↵
Please, enter number of copies: 2 ↵
Total price is: 280.0
Do you want to continue? yes or no: yes ↵
Please, enter the type of the game: g ↵
Please, enter the price of a game: 100 ↵
Please, enter number of copies: 4 ↵
Total price is: 476.0
Do you want to continue? yes or no: yes ↵
Please, enter the type of the game: n ↵
Please, enter the price of a game: 100 ↵
Please, enter number of copies: 3 ↵
Total price is: 300.0
Do you want to continue? yes or no: yes ↵
Please, enter the type of the game: n ↵
Please, enter the price of a game: 100 ↵
Please, enter number of copies: 4 ↵
Total price is: 380.0
Do you want to continue? yes or no: no ↵
Goodbye
```

Solution

- 1- Use the same project **lab05** that you created before
- 2- Create a new class and name it **GameStore4**. Make sure you choose the `public static void main` option.
- 3- Write the program as following (you can ignore comments):

```

import java.util.Scanner;
public class GameStore4 {
    public static void main(String[] args) {
        Scanner input = new Scanner(System.in);
        System.out.println("Welcome to Gaming Center :).");
        String answer;
        do {
            System.out.print("Please, enter the type of the game: ");
            char type = input.next().charAt(0);
            System.out.print("Please, enter the price of a game: ");
            double price = input.nextDouble();
            System.out.print("Please, enter number of copies: ");
            int num = input.nextInt();
            if (num < 1)
                System.out.println("Error");
            else {
                double totalPrice = 0;
                switch (type){
                    case 'g':
                        //add cost of first copy without discount
                        double gPrice = price * 1.4;
                        totalPrice = gPrice;
                        //if more than two copies then use discount
                        if (num > 2 ){
                            double discount = 20.0 / 100;
                            double priceBeforeDiscount = gPrice * (num - 1);
                            double priceAfterDiscount = priceBeforeDiscount * (1 - discount);
                            totalPrice += priceAfterDiscount;
                        }
                        else //add cost of remaining copy
                            totalPrice += (num - 1) * gPrice;
                        System.out.println("Total price is: " + totalPrice);
                        break;
                    case 'n':
                        //add cost of first copy without discount
                        totalPrice = price;
                        //if more than three copies then use discount
                        if (num > 3 ){
                            double discount = 10.0 / 100;
                            double priceBeforeDiscount = price * (num - 2);
                            double priceAfterDiscount = priceBeforeDiscount * (1 - discount);
                            totalPrice += price + priceAfterDiscount;
                        }
                        else //add cost of remaining one or two copies
                            totalPrice += (num - 1) * price;
                        System.out.println("Total price is: " + totalPrice);
                        break;
                    default:
                        System.out.println("Game type unknown.");
                }//switch
            }//if
        }
    }
}

```

```
        System.out.print("Do you want to continue? yes or no: ");
        answer = input.next();
    } while (answer.equals("yes"));
    System.out.println("Goodbye");
} //main
}
```

- 4- When you are done, save your program and run it. Make sure it prints the output as shown above.
- 5- Submit your program to WebCAT through. Ask your TA for help.

Done...