

Some More Practice Programming

1. Write a program wherein:

- Two Gamer objects are instantiated.
- The goal is to get 100 points or more to win. Therefore you must set ptsToWin to 100.
- Write a loop where the two Gamer objects each keep getting random amount of points until one or both of them have won.
- After the loop, simply call the toString method and display the results for each object.

```
public class Gamer {
    private static int ptsToWin;
    private String name;
    private int pts;

    public Gamer( String s ) {
        name = s;
        pts = 0;
    }

    public static void setGoal( int n ){
        ptsToWin = n;
    }

    public void addPts(){
        pts += (int)(8*Math.random());
    }

    public boolean won() {
        if ( pts >= ptsToWin )
            return true;
        else
            return false;
    }

    public String toString() {
        return name + " has " + pts;
    }
}
```

4. Write a program where the user enters a positive, odd integer and a shape similar to those below is displayed. You will need to use nested loops. You may use the Scanner class or the ~~OptionPane~~ ~~class~~ to get the inputs.

If the number is 1 then	If the number is 7 then	If the number is 15 then
o	ooooooo .ooooo. ..ooo.. ...o...	oooooooooooooooooooo .oooooooooooooooooooo. ..oooooooooooooooooooo.. ...oooooooooooooooooooo...oooooooooooooooooooo....oooooooooooo.....ooo.....o.....

5. Write a program where the user enters a String with a length greater than one. Then the program prints out the string in the following pattern.

If the String is <i>hi</i> then	If the String is <i>Left</i> then	If the String is <i>Monday</i> then
h	L e f t L e f t L	M o n d a y M o n d a y M o n d a y M o n d a y M

6. Write a program where the user enters a positive integer. Then the program prints out the following pattern.

If the number is 1 then	If the number is 4 then	If the number is 9 then
1	1 2 3 4 2 3 4 3 4 4	1 2 3 4 5 6 7 8 9 2 3 4 5 6 7 8 9 3 4 5 6 7 8 9 4 5 6 7 8 9 5 6 7 8 9 6 7 8 9 7 8 9 8 9 9