

# CSCI-101 Programming 1

## Week of Oct 2 - Lab 7

### INSTRUCTIONS

Log into [cs.bridgewater.edu](https://cs.bridgewater.edu) and navigate to your **labs** directory. Make a directory named **lab7** and include the files for this lab in the **lab7** directory.

Write a class named **Exam1** that contains the following:

- A method named **printGreeting** that has one String parameter. The method prints to the screen on a single line "Hello " followed by String passed to the method.
- A method named **sameLength** that has 2 String parameters and returns true if the Strings have the same length; otherwise returns false.
- A method named **product** that takes three integers as arguments and returns an integer whose value is equal to the product of the three arguments.
- A method named **bothOdd** that has two integer parameters and returns true if both arguments passed to the method are odd; otherwise returns false.
- A method named **countGreaterThanOrEqualToZero** that has three integer parameters and returns the number of values passed into the method that are greater than zero.
- A **main** method that does the following:
  - Prints to the screen "Hello my friend," by using the **printGreeting** method.
  - Asks the user to enter two Strings.
  - Reads the Strings from the keyboard.
  - Uses the **sameLength** method to determine if the Strings have the same length. If so, the program prints "Same lengths"; otherwise prints "Different lengths".
  - Asks the user to enter three integers.
  - Reads the integers from the keyboard and stores them in variables named **input1**, **input2**, and **input3**.
  - Computes and prints to the screen the product of the three integers by calling the **product** method.
  - Determines if the integers in the variables **input1** and **input2** are both odd by calling the **bothOdd** method and prints true if they are both odd; otherwise prints false.
  - Computes and prints to the screen the number of values in the variables **input1**, **input2**, and **input3** that are greater than zero by calling **countGreaterThanOrEqualToZero**.