

CSCI-101 Programming 1

Lab 10

Instructions: Log into cs.bridgewater.edu and navigate to your **csci101/labs** directory. Make a directory named **lab10** and change your working directory to **lab10**.

Create a class named **Lab10**.

Create a method named **evenCount** that has 2 integer parameters and returns the number of parameters that hold values that are even.

Create a method named **max** that has 2 integer parameters and returns the value of the parameter that is larger or equal to the other.

In **main** do the following:

1. Declare a instance of the Scanner class that can read from the keyboard.
 2. Ask the user to enter two integers and read the values into variables named **input1** and **input2** respectively.
 3. Print to the screen "**Neither input is even**" if neither the value in **input1** nor the value in **input2** is even; otherwise print to the screen "**At least one input is even**".
 4. Declare a variable named **count** and initialize it to the value returned by the method **evenCount** when it is passed the values in **input1** and **input2**.
 5. Print to the screen "**Number of inputs that are even:** " followed by the value in the variable named **count**.
 6. Declare a variable named **maxValue** and initialize it to the value returned by the method **max** when it is passed the values in **input1** and **input2**.
 7. Print to the screen "**Maximum value:** " followed by the value in the variable named **max**.
 8. Print to the screen the integers between the value in **input1** and the value in **input2** (inclusively) separated by commas.
 9. Compute how many integers between the value in **input1** and the value in **input2** (inclusively) are divisible by 3 and store the computed value in a variable named **numDivisibleBy3**.
 10. Print to the screen "Number of integers divisible by 3: " followed by the value in **numDivisibleBy3**.
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After you've written the program, compile the program and test it until you are confident that it is correct. If it is not correct, try to debug the code, resave, recompile, and retest.

Once you are confident that the program works properly, use git commands to update your GitHub repository. Confirm your files on GitHub by inspecting the repository on [GitHub.com](https://github.com).