Day 9:

**Exercise 1:**

a. Download Elevator Demo and complete the code. The program will calculate the actual floor when an elevator button is pushed. If the button number is 14 or higher, actualFloor = floor – 1. Otherwise, actualFloor = floor.

b. Have your neighbor test your program.

**Exercise 2:**

a. Download cuteness. Open the Kitten class. Edit the getCuteness() method.

b. Test your work with the KittenTester.

**Exercise 3:** Download frenchFlag. Open the Flag class. Edit getColorAt(int x, int y)

a. Add 3 statements. Choices: if, else if, else. The statements should test for x < width/3 to set the color to BLUE, between width/3 and width\*(2/3) to set the color to WHITE and RED otherwise.

b. Compile and instantiate a new Flag 400 by 300 to test your code.

**Exercise 4:**

a. Download sierraFlag project. Open the flag class.

b. Edit getColorAt(int x, int y) to match the flag shown. Note that your code will be similar to the French flag, however, you will test height rather than width.

**Exercise 5:** (Optional-ish)

a. Create a new project, Grader. Create a class, Grader.

b. Grader prints the letter grade based on a numeric average. (90 and above is an A, etc.)

c. The first lines are as follows.

import java.util.Scanner;

public class Grader

{ public static void main(String[] args)

{

Scanner in = new Scanner(System.in);

System.out.print("Enter your average (between 0 and 100): ");

int average = in.nextInt();

String letterGrade = “ “;

//

// add the 5 if, else if, else statements to determine letter grade.

//

System.out.println("You earned: " + letterGrade);

**Optional:** Quiz!