Programming Assignment 4

(100 points)

Due Date: 6:59 PM Monday, March 19, 2012

Educational Goal

Become familiar with conditionals and loops.

Requirements

- Create folder *hw4* under your *it114* folder.
- Helping examples for this assignment: Conditionals and Loops textbook webpage http://introcs.cs.princeton.edu/java/13flow/.
- Design and implement a program **SquareIt.java** that takes two arguments. The first argument can be either 1 or -1. The second argument is an integer n that is less than 100. SquareIt prints out the calculated result of $1+1/2^2+1/3^2+\ldots+1/n^2$ if the first argument is -1. Otherwise, SquareIt prints out the calculate result of $1+2^2+3^2+\ldots+n^2$ if the first argument is 1.
- Comments for SquareIt.java, follow the same style used by the example, http://introcs.cs.princeton.edu/java/13flow/TenHellos.java.html. That is, explain how to compile and run the program and what the results are.
- Compile SquareIt.java and generate SquareIt.class under the same folder (/it114/hw4).
- Run SquareIt.class and produce results under your UNIX account.

Submission Requirements

1. The homework folder and homework files must be created under your Unix account **before** the submission deadline. **Zero points for late submission**.
2. Turn in the paper copy of **the source code (.java file)**, **outputs of the program**, **and the completed cover page (provide your name and UNIX ID in the cover page)** in class. **Paper copy should be bound firmly together as one pack (for example, staple, but not limited to, at the left corner). 5 points will be deducted for unbounded homework**.
3. No hard copies or soft copies results in 0 points.