IST 256
Lab
Week 8 – Wednesday, October 20, 2010

1. **Understanding Methods**

2. **Understanding How to Write a Method Call**

Complete these two questions from Monday's lab.

3. **Understanding how to write a method**

Write a method according to the following
1. There is only one parameter and it is an integer
2. The method does the following:
   - If the value of the integer is between 0 to 99, then return the message "o.k."
   - If the value of the integer is smaller then 0 or larger then 99, then return the message "Mistake!"

First write the method header line for this method. You will need to decide on a method name and what is the type of the result.

Next write the method body to do the computation described. Do you need any local variables? Don't forget to include a return statement.

5. Add Exception handling to the program

First, we will add a try/catch block to the Add Basketball Tickets actionPerformed method.

After the variable declaration and **before** the line which uses Integer.parseInt, add lines with the beginning of the **try** block:

```
try
{
```

Indent the rest of the button code and put the matching bracket at the end:
```
}
```
The reason that we are putting all the button code inside the try block is that we want to skip the rest of the button and return to the user to let them try again. Put the catch code:

```
catch (NumberFormatException e)
{
   // if a number error occurs, show message and return to the user
   javax.swing.JOptionPane.showMessageDialog(null,
              "Please enter a valid integer");
}
```

4. Extending the Program to also have lacrosse tickets

Do this part of the lab from Monday

If time permits, add Exception Handling to your Add Lacrosse Tickets button as well.

Test the Program

Run the program and try some invalid numbers to see that the Exception handling is properly working.

Hand in your both the Monday and Wednesday lab sheets.