

Week 2

Exercise 1.2.25

Wind chill. Given the temperature T (in degrees Fahrenheit) and the wind speed v (in miles per hour), the National Weather Service defines the effective temperature (the wind chill) as follows:

$$w = 35.74 + 0.6215T + (0.4275T - 35.75)v^{0.16}$$

Write a program that takes two double command-line arguments temperature and velocity and prints the wind chill. Use `Math.pow(a, b)` to compute a^b . Note: The formula is not valid if T is larger than 50 in absolute value or if v is larger than 120 or less than 3 (you may assume that the values you get are in that range).

```
class WindChill {
    public static void main(String[] args) {
        if (args.length < 2) {
            System.err.println("Usage: [temperature] [velocity]");
            return;
        }
        var temperature = Double.parseDouble(args[0]);
        var velocity = Double.parseDouble(args[1]);
        if (Math.abs(temperature) > 50. || velocity > 120. || velocity < 3.) {
            System.err.println("Values outside of allowed range.");
            return;
        }
        var wind_chill = WindChill.calculateWindChill(temperature, velocity);
        System.out.printf("The effective temperature is %fF.%n", wind_chill);
    }

    public static double calculateWindChill(double T, double v) {
        return 35.74 + (0.6215 * T) + (0.4275 * T - 35.75) * Math.pow(v, 0.16);
    }
}
```

Listing 1: WindChill

Exercise 1.2.30

Uniform random numbers. Write a program that prints five uniform random numbers between 0 and 1, their average value, and their minimum and maximum values. Use `Math.random()`, `Math.min()`, and `Math.max()`.

```
import java.util.ArrayList;

class RandomValues {
    public static void main(String[] args) {
        var numbers = new ArrayList<Double>(5);
        for (var i = 0; i < 5; i++)
            numbers.add(Math.random());
        var min = 1.;
        var max = 0.;
        var sum = 0.;
        for (var num : numbers) {
            min = Math.min(num, min);
            max = Math.max(num, max);
            sum += num;
        }

        var avg = sum / numbers.size();

        for (var num : numbers) {
            System.out.printf("%f ", num);
        }
        System.out.println();
        System.out.printf("Average: %f, Minimum: %f, Maximum: %f%n", avg, min, max);
    }
}
```

Listing 2: RandomValues