CIS 15 Spring 2010 Lab IV.1

1. Do something that needs checking.

   - Write a program that asks the user to enter an integer n
   - Your program should also ask the user to enter a string s1.
   - Print out the nth character of s1.

2. Do it better with assert

   - Modify your program to use assert to prevent the user from using a bad value of n.
   - A bad value in this case is a value that is less than zero, or greater than the length of the string

3. And once again with try, throw and catch.

   - Modify your program to use try, throw and catch instead of assert.
   - Use these constructs to modify the value of n.
   - If n is less than zero, set it to zero.
   - If n is greater than the length of the string, set it equal to the length of the string.