Problems on Methods

1. Quadrant
Write a function quadrant (x,y) which indicates which quadrant (1,2,3 or 4) a given point with coordinates x,y falls. If the point falls on any axis the result is 0.

2. TellTime
Write a routine tellTime (milTime) which accepts military time and outputs this time in one of the following appropriate formats:

H o'clock
M minutes after H
M minutes before H

3. Min4s
Write a function minimum4 (a,b,c,d) to find and return the maximum of four integers, using min2 functions.

Write a routine minimize4 (a,b,c,d) to output the maximum of four integers,using min2 functions.

4. Mid3
Write two functions to find the middle value mid (x,y,z) of 3 integer values. For example, mid3 (3,6,5) is 5.

5. PrintDay
Write a routine printDay (n) to print the name of the day given its number, beginning with Sunday having the number 1. For example, Friday has the number 6.

6. NextDay
Write a function nextDay (n) which returns the day number of the following day. Note that the next day of day 7 is day 1. Do this in another way, and name the function tomorrow.

7. ClassTri
Write a routine with 3 slots shortest, middle, longest representing the length of the sides of a triangle which outputs the kind of triangle (isosceles, equilateral, obtuse, etc).

8. Box
Write a routine with 2 slots, height and width, which prints out a box having the given proportions. For example, drawBox (3,11) is drawn as:

```
+---------+
I         I
I         I
I         I
+---------+
```

9. Yer Own Method
Write a useful method (either function or routine) of your own.