Section 7.2 Questions

1. What is the purpose of the  *break*keyword? Causes the flow of logic to jump to the first executable statement after the switch structure.
2. Write an if structure that prints the world  *help* to the screen if the variable **need\_help** is equal to 1.  
   If (need\_help == 1)

{ System.out.println (“help”); }

1. Write an if/else structure that prints the word  *Full* to the screen if the float variable **fuel\_level** is equal to 1, and prints the value **fuel\_level** if it is not equal to 1.

If (fuel\_level =- 1)

{ System.out.println(“Full”); }  
 Else  
 { System.out.println( fuel\_level ); }

1. What is wrong with the if structure below?  
   **If (x > y);  
    { System.out.println (“x is greater than y”); }**There’s a semicolon after the if statement.
2. What is wrong with the if structure below? **If (x = y)  
    { System.out.println (“x is equal to y”); }**

There needs to be a second equal sign in the if statement.