

Bluegrass Community and Technical College

CIT 149: Java I

Selection Structures

Below are modified verses to the song called *99 Bottles of Beer on the Wall*.
This new song is 10 Dollar Menu Items.

10 items on the dollar menu, 10 items to eat.
 Order cheesy fries. Pass 'em around. 9 items left to buy.
9 items on the dollar menu, 9 items to eat.
 Order a happy meal, pass it around. 8 items left to buy.
8 items on the dollar menu, 8 items to eat.
 Order a shake, pass it around. 7 items left to buy.
7 items on the dollar menu, 7 items to eat.
 Order onion rings. Pass 'em around. 6 items left to buy.
6 items on the dollar menu, 6 items to eat.
 Order a salad, pass it around. 5 items left to buy.
5 items on the dollar menu, 5 items to eat.
 Order a bacon burger, pass it around. 4 items left to buy.
4 items on the dollar menu, 4 items to eat.
 Order a chili dog. Pass it around. 3 items left to buy.
3 items on the dollar menu, 3 items to eat.
 Order sweet tea, pass it around. 2 items left to buy.
2 items on the dollar menu, 2 items to eat.
 Order buffalo wings, pass 'em around. 1 item left to buy.
1 item on the dollar menu, 1 item to eat.
 Order a sundae, pass it around. Nothing left to buy.



This assignment is to be completed using the switch structure. You are NOT to use repetition structures (loops).

*Your instructor is assessing your knowledge of selection statements/structures this week. In particular, you are to use a **switch** structure. There is a solution for this exercise which does NOT have repetitive code in it. Points are deducted for using repetitive code. **Read the entire assignment before beginning.***

- Input how many items are left to buy (a number 1-10).
- Starting with that item, print the verses that are appropriate from the song.

For example if the user enters a 1, the application will display (including indentation):

1 item on the dollar menu, 1 item to eat.
 Order a sundae, pass it around. Nothing left to buy.

If the user enter 6, the application will display:

**6 items on the dollar menu, 6 items to eat.
 Order a salad, pass it around. 5 items left to buy.
5 items on the dollar menu, 5 items to eat.
 Order a bacon burger, pass it around. 4 items left to buy.
4 items on the dollar menu, 4 items to eat.
 Order a chili dog. Pass it around. 3 items left to buy.
3 items on the dollar menu, 3 items to eat.
 Order sweet tea, pass it around. 2 items left to buy.
2 items on the dollar menu, 2 items to eat.
 Order buffalo wings, pass 'em around. 1 items left to buy.
1 item on the dollar menu, 1 item to eat.
 Order a sundae, pass it around. Nothing left to buy.**

- Don't forget, you are to use a switch structure for producing the output. No loops!
- HINT: If break statements are omitted from case clauses in a switch structure, multiple clauses can be executed. If break statements appear in each clause, only one clause is executed.
- If the user enters an invalid number (not in the range 1-10), display an error message and do not display any other text from the song (remember the switch statement has a default clause).

Make sure your program is fully documented and contains a comment block at the beginning with your name, date, and purpose of program. Use meaningful variable names. Use indentation and spacing within the program to improve readability. Test the program thoroughly.

Zip your program for grading.