

JAVA FUNDAMENTALS COURSE

EXERCISE

IF/ELSE IF/ELSE STATEMENT

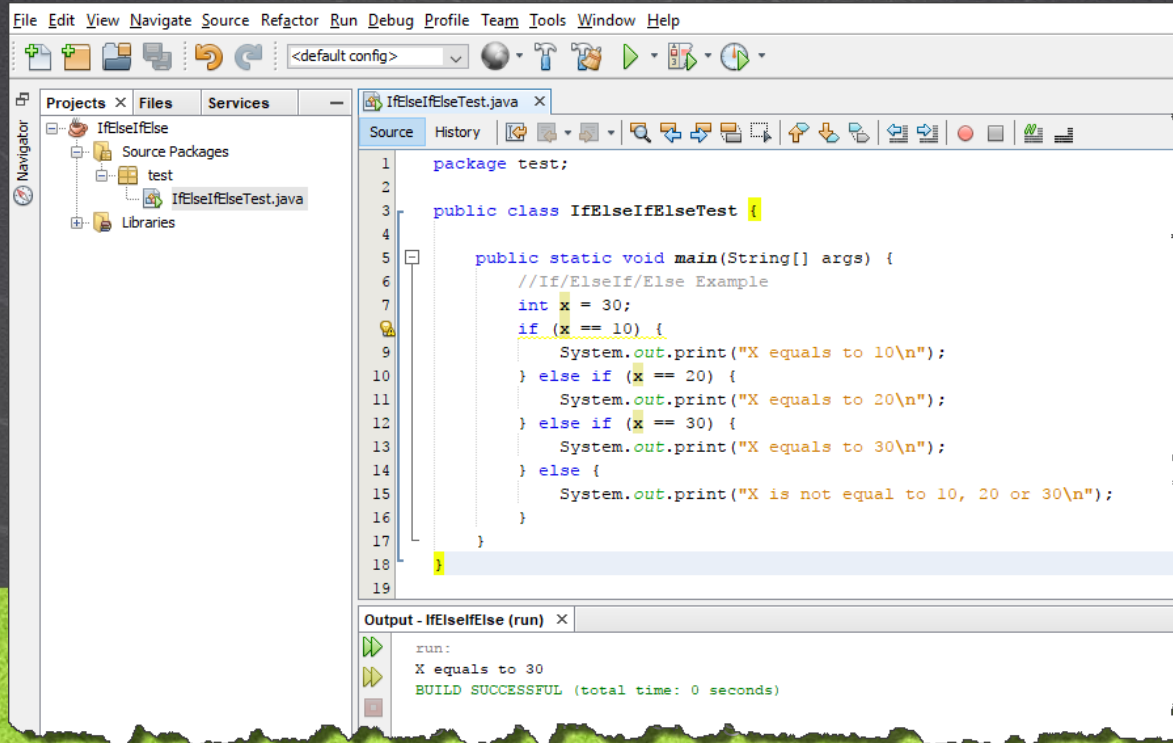


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EXERCISE OBJECTIVE

Create a program to implement the use of the if / else if / else structure. At the end we should observe the following:



The screenshot shows an IDE window titled 'IfElseIfElseTest.java'. The code is as follows:

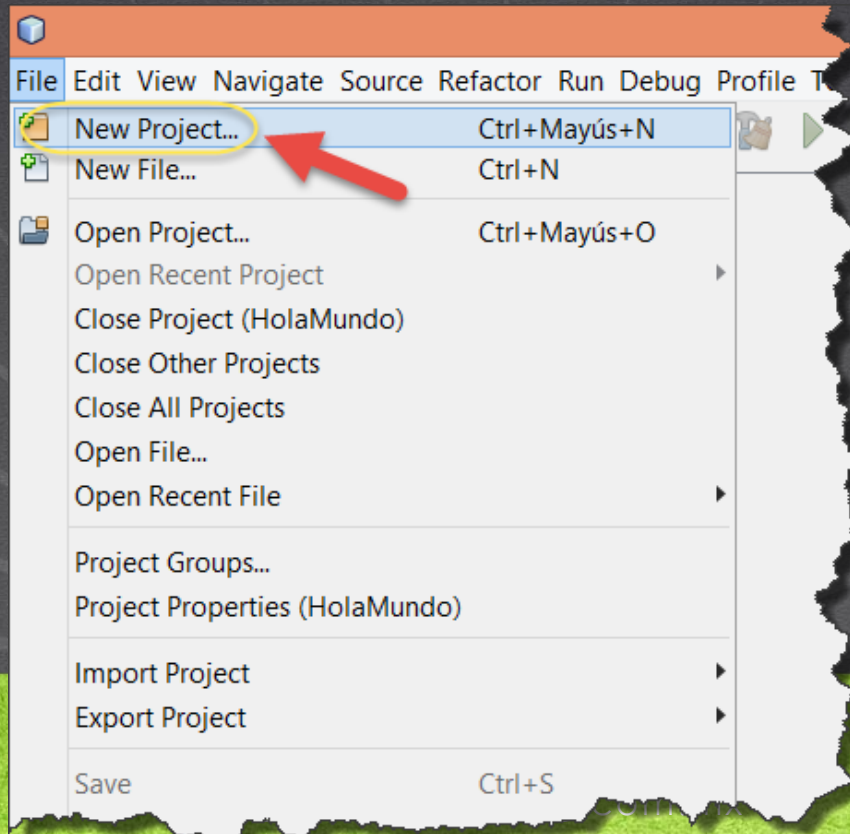
```
1 package test;
2
3 public class IfElseIfElseTest {
4
5     public static void main(String[] args) {
6         //If/ElseIf/Else Example
7         int x = 30;
8         if (x == 10) {
9             System.out.print("X equals to 10\n");
10        } else if (x == 20) {
11            System.out.print("X equals to 20\n");
12        } else if (x == 30) {
13            System.out.print("X equals to 30\n");
14        } else {
15            System.out.print("X is not equal to 10, 20 or 30\n");
16        }
17    }
18 }
19
```

The output window at the bottom shows the following text:

```
run:
X equals to 30
BUILD SUCCESSFUL (total time: 0 seconds)
```

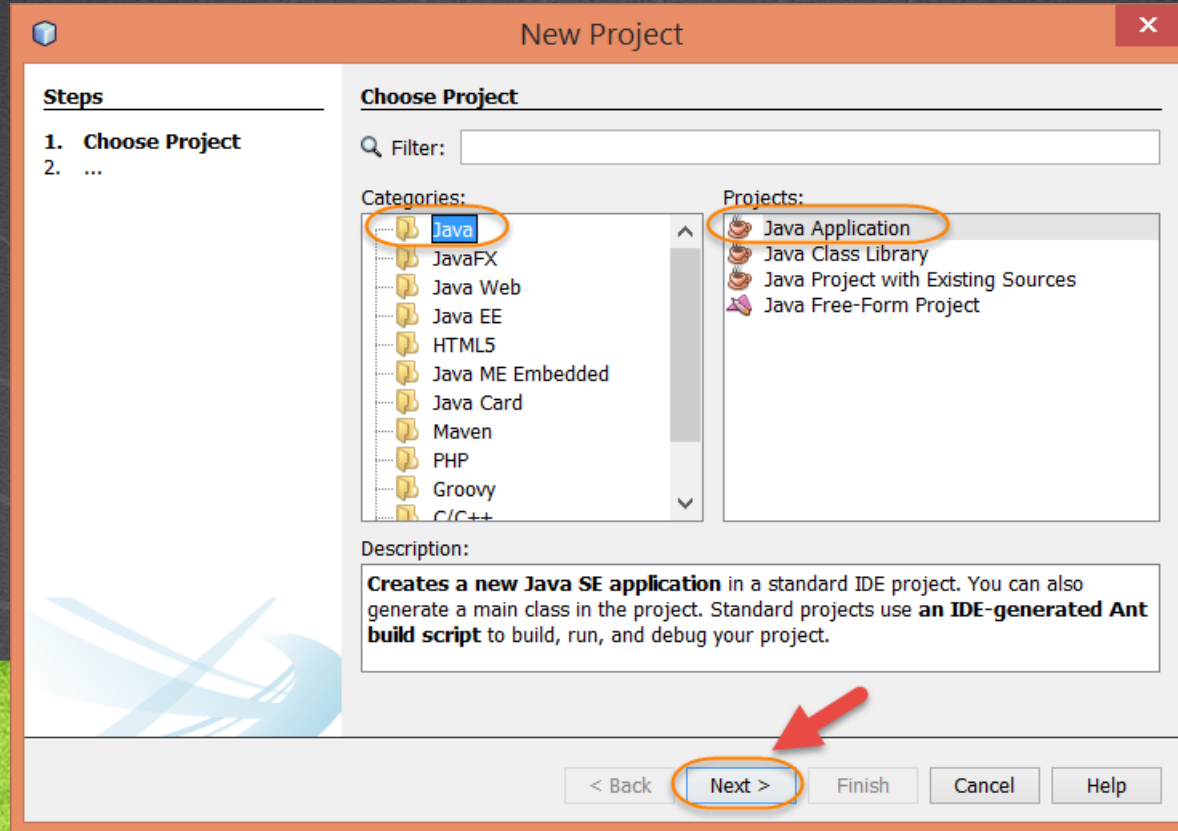
1. CREATE A NEW PROJECT

Create a new project called IfElseElse:



1. CREATE A NEW PROJECT (CONT)

Select Java -> Java Application:



1. CREATE A NEW PROJECT (CONT)

The Project is called IfElseIfElse:

New Java Application

Steps

1. Choose Project
2. **Name and Location**

Name and Location

Project Name: IfElseIfElse

Project Location: C:\Courses\JavaFundamentals\Lesson04 Browse...

Project Folder: C:\Courses\JavaFundamentals\Lesson04\IfElseIfElse

☐ Use Dedicated Folder for Storing Libraries

Libraries Folder: Browse...

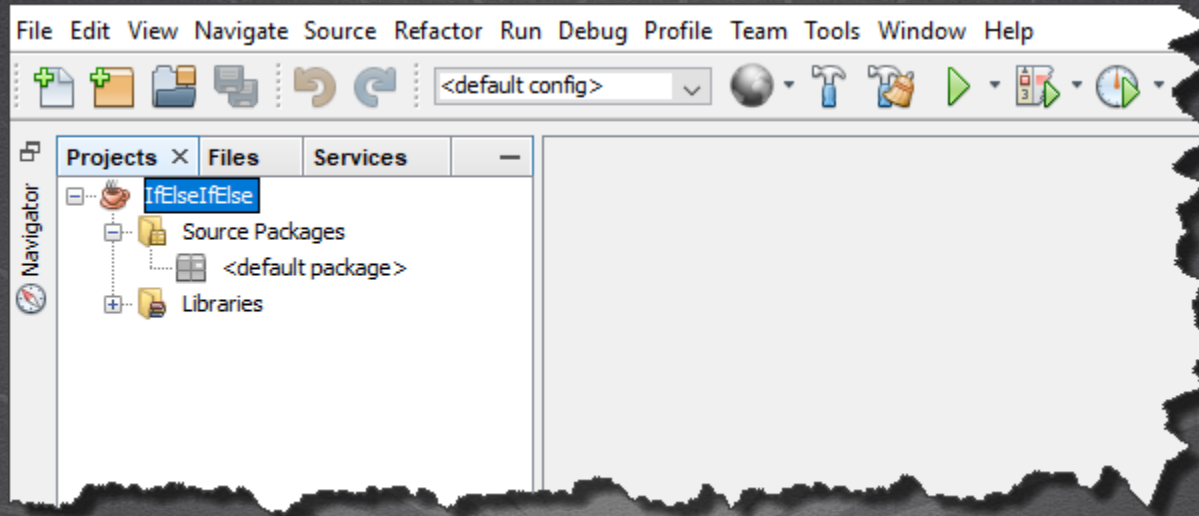
Different users and projects can share the same compilation libraries (see Help for details).

☐ Create Main Class ifelseifelse.IfElseIfElse

< Back Next > **Finish** Cancel Help

1. CREATE A NEW PROJECT (CONT)

The Project has the desired structure.

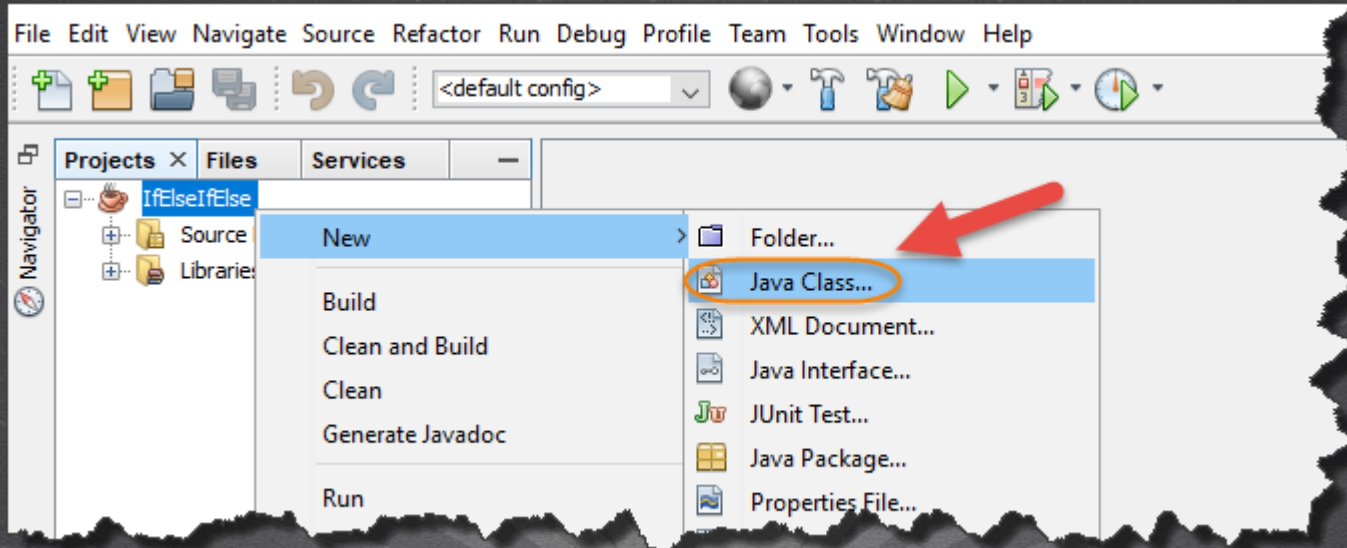


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2. CREATE A NEW CLASS

Create a new class called IfElseElseTest.java:



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2. CREATE A NEW CLASS

Create a new class called IfElseIfElseTest.java:

New Java Class

Steps

1. Choose File Type
2. **Name and Location**

Name and Location

Class Name: IfElseIfElseTest

Project: IfElseIfElse

Location: Source Packages

Package: test

Created File: C:\Courses\JavaFundamentals\Lesson04\IfElseIfElse\src\test\IfElseIfElseTest.java

< Back Next > **Finish** Cancel Help

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PASO 3. MODIFY THE CODE

[Archivo IfElseIfElseTest.java:](#)

Click to download

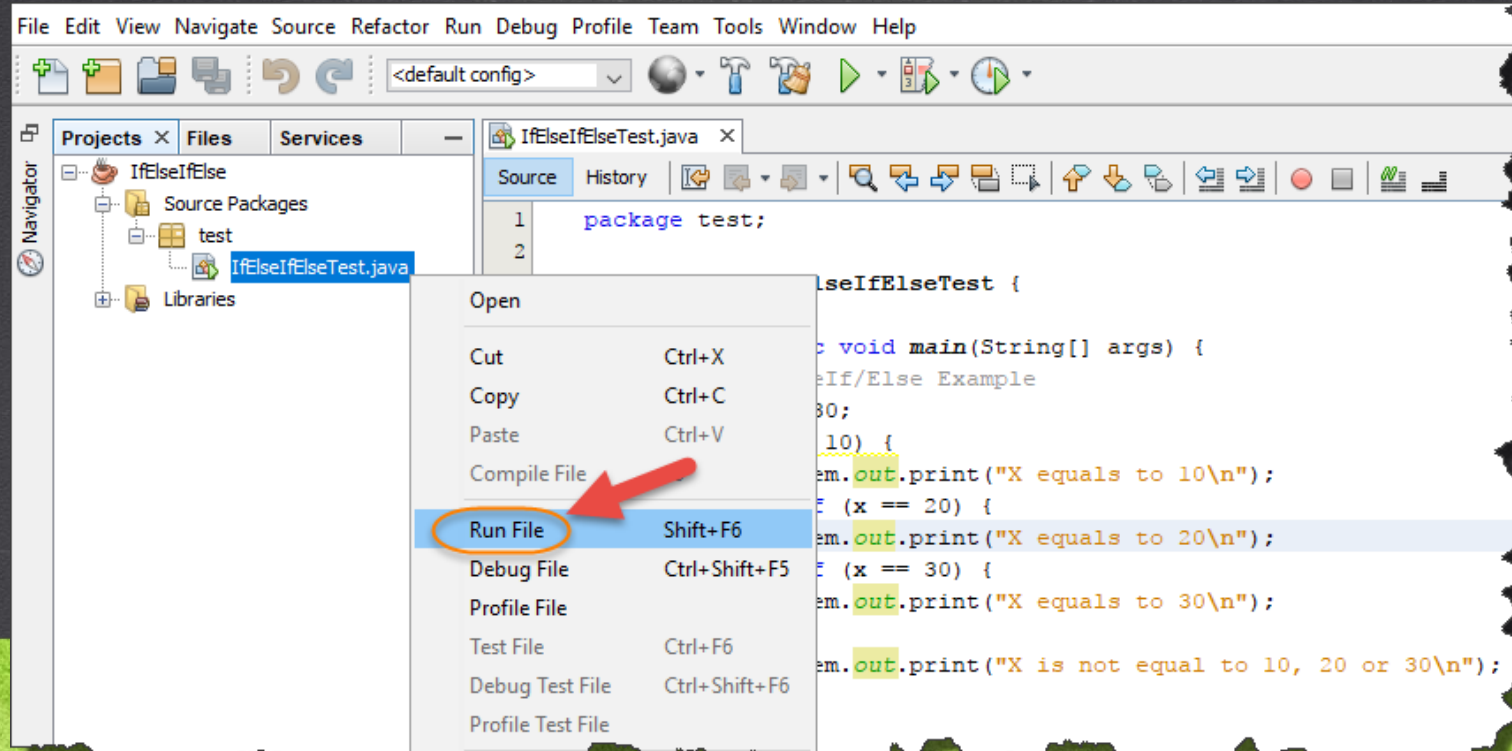
```
package test;

public class IfElseIfElseTest {

    public static void main(String[] args) {
        //If/ElseIf/Else Example
        int x = 30;
        if (x == 10) {
            System.out.print("X equals to 10\n");
        } else if (x == 20) {
            System.out.print("X equals to 20\n");
        } else if (x == 30) {
            System.out.print("X equals to 30\n");
        } else {
            System.out.print("X is not equal to 10, 20 or 30\n");
        }
    }
}
```

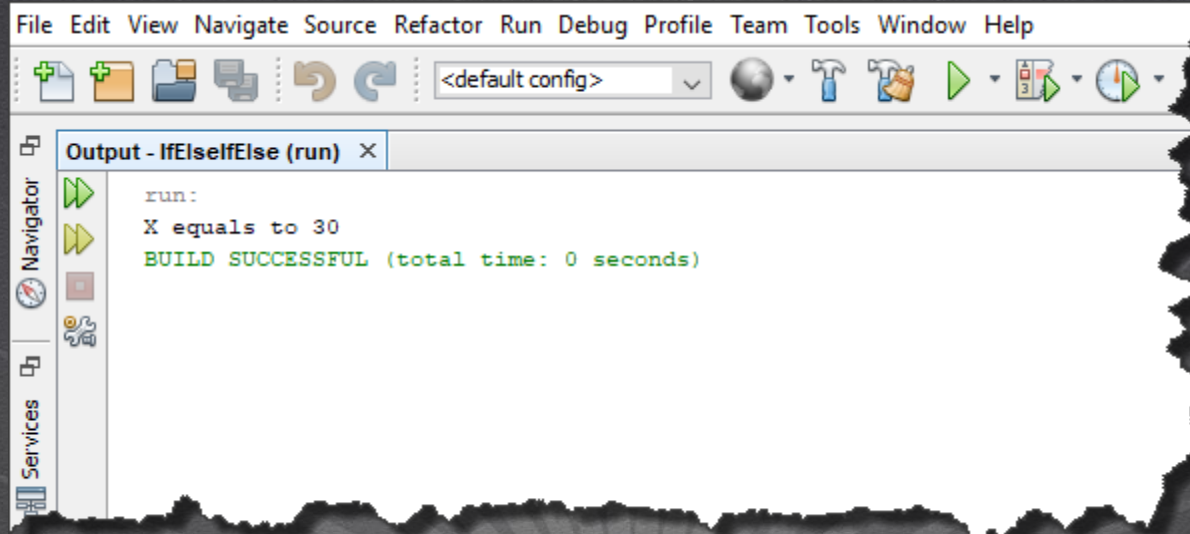
4. EXECUTE THE PROJECT

We execute our project. We give right click -> Run:



4. EXECUTE THE PROJECT (CONT)

The result is as follows:



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EXERCISE CONCLUSION

- With this exercise we have put into practice the handling of the if / else if / else statement.



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