[**FINAL Draft**](#_yt9k164c9t8a) **1**

[**1st draft**](#_amjm20mtcr6h) **3**

[**2nd draft**](#_4datgqmin9w5) **4**

[**3rd draft**](#_3ot84e9cm9pi) **5**

# ***FINAL*** Draft

//what this does is it imports a utility package called javax.swing. This allows the program to create panels and allows keyboard input.

**import javax.swing.\*;**

//this line of code creates a public class. Many methods that perform specific tasks can be added within a class.

**public class assignment1JavaConversionCode2**

**{**

//This creates a global variable. Such variables can be accessed by all of the methods created within the class(public class). The variable type is integer by the input is String, which was then parsed into integer. Basically the string input is parsed into integer, which then gets stored in the allocated data storage container named tempCelsius as integer, that is accessed globally by all methods.

**static int tempCelsius=0;**

//this creates the main method for this class.

**public static void main(String [] args)**

**{**

//this calls the methods named info and out, into the main method

**info();**

**out();**

**}**

//this creates a method named out

**public static void out()**

**{**

//this orders the JOptionPane to print out the temperature in celsius and fahrenheit.

**JOptionPane.showMessageDialog(null,"It's " +tempCelsius+ "°C or " +((((tempCelsius\*9)/5)+32) )+ "°F!");**

//this creates a condition that if the temperature is 100 and above, print out a message saying "That's too hot! Well, at least you dont have to worry about bacterial infection."

**if (tempCelsius >= 100)**

**{**

**JOptionPane.showMessageDialog(null,"That's too hot! Well, at least you don't have to worry about bacterial infection.");**

**}**

//this creates a condition that if the input temperature in celsius is more than 40 but less than 100, print out

else if (tempCelsius >= 40 )

{

JOptionPane.showMessageDialog(null,"Wow that's hot!");

}

//this creates a condition that if the temperature in celsius is 15 and below, print out “Call Elsa and Anna cause that’s icy!”

else if (tempCelsius <= 15)

{

JOptionPane.showMessageDialog(null,"Call Elsa and Anna cause that's icy!");

}

//this creates a condition that if the input data does not satisfy the above conditions, in other words if it’s 40≥x≤15, then print out “what a beautiful day! This is the best day of my life!(so far)”

else

{

JOptionPane.showMessageDialog(null,"What a beautiful day! This is the best day of my life!(so far).");

}

}

//this creates a method named info. Which is also called forth by the main method named main

public static void info()

{

//this creates a variable named tempCelsius. This also orders the JOptionPane to print out “what is the temperature in degrees celsius?”. The input with data type string then is stored in the allocated data storage (variable) named tempCelsius as an integer.

String tempCelsiusType = JOptionPane.showInputDialog(null, "What is the temperature in degrees celsius?");

//this is where the string gets parsed into integer

tempCelsius = Integer.parseInt(tempCelsiusType);

}

}

# 1st draft

import java.util.Scanner;

public class assignment1JavaConversionCode

{

public static void main(String [] args)

{

//allowing input from keyboard

Scanner keyboard = new Scanner(System.in);

//setting containers(variables). Integer will be used to store data

int tempCelsius;

System.out.println("What is the temperature in degrees celcius?");

tempCelsius = keyboard.nextInt();

System.out.println("It's " +tempCelsius+ " ((((tempCelsius\*9)/5)+32) ));

}

}

# 2nd draft

import java.util.Scanner;

public class assignment1JavaConversionCode

{

public static void main(String [] args)

{

//allowing input from keyboard

Scanner keyboard = new Scanner(System.in);

//setting containers(variables). Integer will be used to store data

private int tempCelsius;

System.out.println("What is the temperature in degrees celcius?");

tempCelsius = keyboard.nextInt();

System.out.println("It's " +tempCelsius+ "°C or " +((((tempCelsius\*9)/5)+32) )+ "°F!");

if (tempCelsius > 100)

{

System.out.println("Hot damn, that's hot! Well, at least you dont have to worry about bacterial infection.");

}

else if (tempCelsius > 40 )

{

System.out.println("Wow that's hot lmao!");

}

else if (tempCelsius < 15)

{

System.out.println("Call momma saweety cuz DAMN, that's icy!");

}

else

{

System.out.println("What a beautiful day! This is the best day of my life, I'm killing myself tomorrow.");

}

}

}

# 3rd draft

Import javax.swing.\*;

Public class assignment1JavaConversionCode2

{

Int tempCelsius;

system.out.println(“What is the temperature in degrees celsius?”);

tempCelsius=keyboard.nextInt();

system.out.println(“It’s” +tempCelsius+ “°C or “ +((((tempCelsius\*9)/5)+32) )+”°F!”);

if (tempCelsius >=100)

{

system.out.println(“That’s too hot! Well, at least you don’t have to worry about bacterial infection”);

}

else if (tempCelsius >=40)

{

system.out.println(“Wow that’s hot!”);

}

else if (tempCelsius <=15)

{

system.out.println(“Call Elsa and Anna cause that’s icy!”);

}

else

{

system.out.println(“What a beautiful day! This is the best day of my life!(so far).”);

}

}

Public static void info()

{

String tempCelsiusType= JOptionPane.ShowInoutDialog(null, “What is the temperature in degrees celsius?”);

tempCelsius= Integer.parseInt(tempCelsiusType);

}

\*//what this does is it imports a utility called java.util.Scanner. This allows keyboard to be use in a program\*

import java.util.Scanner;

\*//what this does is it makes a class within the program\*

public class assignment1JavaConversionCode

{

“//this creates the main method. A method is a specific function within a class. It performs an action, for example here it allows input from keyboard and create a response based on the value of the input\*

public static void main(String [] args)

{

\*//allowing input from keyboard, building it up from the resources that we have imported from java.util.scanner. Imagine java.util.scanner as the groceries, here we are making a pizza using different things in the groceries.\*

Scanner keyboard = new Scanner(System.in);

\*//setting containers(variables). Essentially we are setting up a container for all the data. Imagine setting up a folder in your desktop because later you will put stuff in it. And within that folder you make a folder for all of your images. Same thing here except instead of images you have integers. Integers are just numbers with no decimal. tempCelsius is the name of the folder that you store all of your integers. Integers within tempCelsius can only be done within a method locally. It cannot be applied to other methods unless you create a global storage.\*

int tempCelsius;

\*//this prints out a messages asking users to type in a number, also known as integer\*

System.out.println("What is the temperature in degrees celsius?");

\*//this tells your computer that the input from the keyboard shall be stored in a storage folder called tempCelsius\*

tempCelsius = keyboard.nextInt();

\*//this tells your computer to print out “its…….(the value type from the keyboard which people think is celsius).......or……….(converting the typed value from the keyboard which is in celsius into fahrenheit) °F”\*

System.out.println("It's " +tempCelsius+ “ °C" or ((((tempCelsius\*9)/5)+32) ));

\*//this gives your computer a condition that if they type anything above 40 it is very hot\*

If (tempCelsius >=40)

{

System.out.println("It's very hot!”);

}

\*//this gives your computer a condition that if they type anything above 30 but still below 40 it will print out that “it is very hot”. Else if is used instead of if because each if statement gives out one output. So if you use if here instead it’’ say both “it’s very hot” and “it’s hot”\*

Else if (tempCelsius >=30)

{

System.out.println("It's hot”);

}

\*//this gives your computer a condition that if they type anything above 15 but still below 30 it should print out “it is perfect”. Else if is used instead of if because each if statement gives out one output. So if you use if here instead it’’ say both “it’s very hot” and “it’s hot” and “its perfect”\*

Else if (tempCelsius >=15)

{

System.out.println("It's perfect”);

}

\*//this gives your computer a condition that if they type anything below 15 it should print out “it is cold”. Else if is used instead of if because each if statement gives out one output. So if you use if here instead it’’ say both “it’s very hot” and “it’s hot” “it’s perfect” “it’s cold”\*

Else

{

System.out.println("It's cold”);

}

}

}