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// Author: Promineo Tech Academic Team

// Subject: Boolean & Conditionals Lab

// Java Week 02 Lab

//

package week02;

public class Week02BooleanConditionalsLoopsLab {

public static void main(String[] args) {

//

// BOOLEANS and CONDITIONALS:

//

// 1. Variable Declaration:

// a. Create a variable named age and assign it a value of 14

// 2. Print a Boolean Expression:

// a. Print the boolean expression age >= 16 to the console and note the results.

// a. Change the value of age to 18 and print again.

// 3. Can you drive?

// a. Using a conditional, print one of the following:

// i. "You can drive" if age is greater than or equal to 16

// ii. "You cannot drive" otherwise

//

// a. Change the value of age and rerun to see the result

// 4. Update Solution to Question 3 as follows:

// a. Add a new variable called hasLicense before the conditional.

// b. Change the boolean expression in the conditional to additionally

// include the need for hasLicense to be true.

// c. Try changing the values of age and hasLicense and note the different results.

// 5. Milk?

// a. Create two new variables - costOfMilk and thirstLevel

// b. Create a new conditional that prints "Milk Please" if costOfMilk is less than 2.50

// or if thirstLevel is greater than 6 and prints "No Thanks" otherwise.

// c. Change the values and note the different results.

// 6. Cookie Distribution:

// Note: You will evenly distribute all of the cookies to the children

// and as the adult you get to keep the remaining cookies for yourself.

//

// a. Create two variables called numberOfCookies and numberOfChildren.

// b. Initialize the two variables to integer values.

// b. Use a conditional to print the following based on the following conditions:

// i. If there are 0 cookies remaining, print "Sad Face"

// ii. If there are less than 2 cookies, print "Yes!"

// iii. If there are less than 5 cookies, print "Whoohoooo!"

// iv. If there are 5 or more cookies, print "Jackpot!"

// 7. Loyalty Member Program:

// a. Create a variable called loyaltyMemberStatus and assign the value "SILVER"

// b. Create a variable called loyaltyMemberDiscount and assign the value 0.0

// c. Using a switch, set the value of loyaltyMemberDiscount based on

// the following loyaltyMemberStatus scale:

// i. "SILVER" is 0.10

// ii. "GOLD" is 0.15

// iii. "PLATINUM" is 0.25

// 8. Using the Loyalty Member Program variables from Question 7, do the following:

// a. Create a variable called billTotal and assign a value

// b. Create a variable called adjustedTotal and assign it the billTotal minus

// the loyaltyMemberDiscount percent of the billTotal

// c. If the adjustedBillTotal is greater than $500 upgrade the

// loyaltyMemberStatus from SILVER to GOLD or from GOLD to PLATINUM

// 9. Login -- username & password:

// a. Create two variables, username and password

// b. Create a conditional that prints one of the following:

// i. "login successful" if the username is "Tommy123" and the password is "12345"

// ii. "access denied" otherwise

//

// LOOPS:

//

// 10. Write a for loop that prints each number from 0 to 9

// 11. Write a for loop that prints each number from 10 to 0 backwards

// 12. Write a for loop that prints every other number from 0 to 100

// 13. Write a for loop that iterates from 0 to 100 and prints

// "EVEN" if the number is even and "ODD" if it's odd

// 14. Write a while loop that starts at 100 and iterates backwards by 1 until it reaches 0

// within the loop, divide each number by 3 and print the remainder to the console.

}

}