

	Programación	
	UF1	P02
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Ejercicios	M3	

UF1-P02

Realizar un programa con las siguientes opciones:

1)-(Apto/No Apto): Pedir la nota del user y decir si está aprobado o no.

```
//Approved or no
```

```
package pkg02101;
```

```
import java.util.Scanner;
```

```
public class Main {
```

```
    static Scanner keyboard = new Scanner(System.in);
```

```
//Approved?
```

```
    public static void main(String[] args) {
```

```
        System.out.println("Put your note of this course");
```

```
        float approved = keyboard.nextFloat();
```

```
        if (approved >= 7)
```

```
            System.out.print("Congratulations! You approved!");
```

```
        else {
```

```
            System.out.print("Don't be disappointed, you can work much better!");
```

```
        }
```

```
    }
```

```
}
```

2)-(carnet de conducir): Pedir la edad del user y decir si puede sacar el carnet de conducir o no.

```
//Driver or no?
package exercise0210;

import java.util.Scanner;

public class Exercise0210 {

    static Scanner keyboard= new Scanner (System.in);
    //if

    public static void main(String[] args) {
        System.out.println("Put your age in the following line");
        int age=keyboard.nextInt();
        if (age>=18)
            System.out.println("Congrats, you can do the exam for driving license");
        else{
            System.out.println("Sorry, but you can't do the driving license");

        }
    }
}
```

3)-Pide un número entero y determinar:

- si es 7 o no //**
- si es mayor, menor o igual a 100. //**
- si es par o impar**
- si es divisible entre 7**
- si está entre 10 y 25(ambos incluidos)**

```
//put one number, five variable
package one.number;

import java.util.Scanner;

public class OneNumber {

    static Scanner keyboard= new Scanner(System.in);

    public static void main(String[] args) {
        System.out.println("Put your number to determine the variables");
        int number=keyboard.nextInt();
        if (number == 7){
            System.out.println("Your number is seven");
        }
        else{
            System.out.println("Your number is not seven");
        }
    }
}
```

```

    }
    if(number>100)
        System.out.println("Your number is greather than 100");
    if(number<100)
        System.out.println("Your number is lower than 100");
    if(number==100)
        System.out.println("Your number is equal a 100");
    if (number % 2 == 0){
        System.out.println("Is pair");
    }
    else{
        System.out.println("Is odd");
    }
    if (number % 7 == 0){
        System.out.println("The number is divisible by 7");
    }
    else{
        System.out.println("The number is not divisible by 7");
    }
    if (number>=10&&number<=25){
        System.out.println("Your number is between 10 and 25");
    }
    else{
        System.out.println("Your number is not between 10 and 25");
    }
}

}

```

**4)-(ganador): En un partido de futbol entre 2 equipos (Local y Visitante),
 //Aaron
 pedir el número de goles marcados por cada equipo y decir qué equipo
 ha ganado o si han empatado.**

```

//soccer teams
package localvsaway;

import java.util.Scanner;

public class LocalVsAway {
    //What team win?
    static Scanner keyboard= new Scanner(System.in);

    public static void main(String[] args) {
        System.out.println("What team win the game?");
    }
}

```

```

System.out.println("Can you tell me the goals scored for the Local team?");
int TeamL=keyboard.nextInt();
System.out.println("And the goals scored for the Away team?");
int TeamA=keyboard.nextInt();

if(TeamL>TeamA){

System.out.println("The Local team wins!");
}

if (TeamL<TeamA){
System.out.println("The Away team wins!");
}
if (TeamL==TeamA){
System.out.println("Oh! The match ended tied!");
}

}

}

```

5)-(triángulo): Pedir los 3 lados de un triángulo y decir si es equilátero (los 3 lados iguales)

//equilateral triangle

package triangle.equilateral;

import java.util.Scanner;

```

public class TriangleEquilateral {

//We have to do a code for see if a triangle is a equilateral or no
    static Scanner keyboard= new Scanner (System.in);

    public static void main(String[] args) {

System.out.println("Put the sides for know if the triangle is equilateral or no");
System.out.println("Put the sideA");

    int sideA=keyboard.nextInt();

    System.out.println("Put the sideB");

```

```
int sideB=keyboard.nextInt();  
System.out.println("Put the sideC");  
int sideC=keyboard.nextInt();  
if(sideA==sideB&&sideB==sideC)  
System.out.println("Congrats, your triangle is equilateral.");  
else{  
System.out.println("Sorry, but your triangle is not equilateral.");  
}  
}  
}
```