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|  | | **Programación** | |
| **UF1** | **P02ft.Switch** |
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| **Ejercicios** | ***M3*** | | |

M3-UF1-P02/SWITCH

Realizar un programa con las siguientes opciones:

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

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

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)

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.

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

**Respuesta con switch incluido:**

//M3-SWITCH

package m3.uf1.p02.pkgswitch;

import java.util.Scanner;

public class M3UF1P02SWITCH {

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

public static void main(String[] args) {

userMenu();

int option = keyboard.nextInt();

switch (option) {

case 1:

approved();

break; //salir del switch

case 2:

driver();

break; //salir del switch

case 3:

variables();

break;//salir del switch

case 4:

Teams();

break;//salir del switch

case 5:

Triangle();

break;//salir del switch

}

}

private static void userMenu() {

System.out.println("approved");

System.out.println("driver");

System.out.println("variables");

System.out.println("Teams");

System.out.println("Triangle");

}

private static void approved() {

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!");

}

}

private static void driver() {

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");

}

}

private static void variables() {

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");

} else {

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");

}

}

private static void Teams() {

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!");

}

}

private static void Triangle() {

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.");

}

}

}