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IT 511

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package SteppingStones;

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\* and open the template in the editor.

\*/

import java.util.Scanner;

import java.util.ArrayList;

public class SteppingStone4\_Loops {

public static void main(String[] args) {

Scanner scnr = new Scanner(System.in);

String recipeName = "";

ArrayList<String> ingredientList = new ArrayList();

String newIngredient = "";

boolean addMoreIngredients = true;

System.out.println("Please enter the recipe name: ");

recipeName = scnr.nextLine();

do {

System.out.println("Would you like to enter an ingredient: (y or n)");

String reply = scnr.next().toLowerCase();

/\*\*

\* Add your code here (branches work well!). The code should check the

\* reply:

\* "y" --> prompt for the ingredient and add it to the ingredient list;

\* "n" --> break out of the loop;

\* (Hint: what is the 'while' condition? What could you change to

\* stop the loop from starting over?)

\* anything else --> prompt for a "y" or "n"

\*

\*/

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the code explains that if the the new ingredient is added the reply

should be yes but if the code says there should be more ingredients added it

should write false.

\*/

if (reply.equals("y"))

{ System.out.println("Enter ingredient ");

newIngredient = scnr.next().toLowerCase();

ingredientList.add(newIngredient);

}

else {

addMoreIngredients = false;

System.out.println("Finished! ");

}

} while (addMoreIngredients);

for (int i = 0; i < ingredientList.size(); i++) {

/\*\*

\* Get the item i from the ingredient list

\* and assigning it to the String ingredient

\*

\*/

String ingredient = ingredientList.get(i);

System.out.println(ingredient);

}

}

}