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//Assignment 7 #3 A  
  
import java.util.Scanner; //Needed for Scanner class.  
  
public class RomanNumerals  
{  
 public static void main (String [] args)  
 {  
 //object hold the number  
 int number;   
 //object hold the roman numeral  
 String romannumerals;   
   
 //Create a scanner object for keyboard input  
 Scanner keyboard = new Scanner (System.in);  
  
   
 //Get the number from the user  
 System.out.println("Enter a number in the " +  
 "range of 1-10: " );  
 //user input number  
 number = keyboard.nextInt();  
  
 switch (number)  
 {  
 case 1:  
 System.out.println( "When you enter the number = 1 , you will get roman numeral = I");  
 break;  
  
 case 2:  
 System.out.println( "When you enter the number = 2 , you will get roman numeral = II");  
 break;  
  
 case 3:  
 System.out.println( "When you enter the number = 3 , you will get roman numeral =III ");  
 break;  
  
 case 4:  
 System.out.println( "When you enter the number = 4 , you will get roman numeral = IV");  
 break;  
   
 case 5:  
 System.out.println( "When you enter the number = 5 , you will get roman numeral = V");  
 break;  
   
 case 6:  
 System.out.println( "When you enter the number = 6 , you will get roman numeral = VI");  
 break;  
 case 7:  
 System.out.println( "When you enter the number = 7 , you will get roman numeral = VII");  
 break;  
   
 case 8:  
 System.out.println( "When you enter the number = 8 , you will get roman numeral = VIII");  
 break;  
   
 case 9:  
 System.out.println( "When you enter the number = 9 , you will get roman numeral = IX");  
 break;  
  
 case 10:  
 System.out.println( "When you enter the number = 10 , you will get roman numeral = X");  
 break;  
   
 default:  
 System.out.println( "When you enter the number > 10 , you will get roman numeral = Invalid number.");  
 break;  
 }  
 }  
 }