

1. Use a decision structure to write an appropriate statement for each of the following:

A) Display Great Job! When grade is 90 or higher

```
if (grade >= 90) {  
    System.out.println("Great Job!");  
}
```

B) Display Error when number is less than 20 or greater than 50

```
if (number < 20 || number > 50) {  
    System.out.println("Error");  
}
```

C) Add 2 to the value of y when y is less than 100

```
if (y < 100) {  
    y = y + 2;  
}
```

2. Assume num1 and num2 contain integer values. Write an if-else if statement that displays one of the following messages as appropriate:

First number is larger.

Second number is larger.

Numbers are equal

```
if (num1 > num2) {  
    System.out.println("num1 is greater than num2");  
} else if (num2 > num1) {  
    System.out.println("num2 is greater than num1");  
} else {  
    System.out.println("num1 and num2 are equal");  
}
```

3. a) Which is the appropriate word, odd or even for the blanks below?

```
If (num % 2 == 0) {  
    System.out.println("__number");  
} else {  
    System.out.println("__number");  
}
```

1. Even
2. Odd

b) Rewrite the if-else as a switch statement.

```

switch (num % 2 ) {
    case 0:
        System.out.println( " Even number");
        break;
    Case 1:
        System.out.println(" Odd number");
}

```

4. Write statements that use Math.random() to generate random numbers for each of the following situations:

- a) Generate a random integer between 1 and 50
`int num = (int)(Math.random() * 50) + 1;`
- b) Generate a random integer between 20 and 100
`int num = (int)(Math.random() * (100 - 20 + 1)) + 20;`
- c) Generate a random integer between 10 and 20
`int num = (int)(Math.random() * 11) + 10;`

5. Identify the logic errors in the statements below, which should display a single appropriate message for any value of age:

```

If (age < 18) {
    System.out.println("child");
} else if (age > 18 && age < 65) {
    System.out.println("adult");
} else if (age > 65) {
    System.out.println("senior")
}

```

6. Given the following assignments, determine if each of the following expressions evaluates to true or false:

Size = 100 weight = 50 value = 75

- a) `Size > 50 && weight == 50`
`100 > 50 → true`
`50 == 50 → true`
- b) `Value < 100 && !(weight == 50)`
`75 < 100 → true`
`weight == 50 → true, so !(weight == 50) → false`
- c) `Size >= 100 :: value >= 100`
`size >= 100 → 100 >= 100 → true`

value >= 100 → 75 >= 100 → false

d) Weight < 50 :: size > 50

50 < 50 → false

100 > 50 → true

e) !(value < 75)

value < 75 → 75 < 75 → false

f) !(size > 100 && weight < 50 && value > 75)

size > 100 → 100 > 100 → false

weight < 50 → 50 < 50 → false

value > 75 → 75 > 75 → false

g) (value < 125 :: weight < 125 :: weight < 76) && size == 100

value < 125 → 75 < 125 → true

weight < 125 → 50 < 125 → true

weight < 76 → 50 < 76 → true

Left side (||) → true (since at least one is true)

size == 100 → true

8. Determine if each of the following are true or false. If false, explain why

a) The condition of an if statement must be a boolean expression.

True

The if condition must evaluate to either true or false/boolean expression

b) A nested if statement If statement and an if-else if statement are the same.

False

Nested if: an if inside another if

If-else if: multiple conditions checked in sequence

c) The expression in a switch statement must be a double

False

Switch cannot use double. only int, string and others

d) Numbers generated by a computer program are actually pseudorandom

True

Computer-generated random numbers use an algorithm, not randomness like pseudorandom

e) The (double) cast is needed to generate a random integer

False

You often need an int to generate a random integer not double

- f) A compound Boolean expression can contain more than two Boolean expressions.

True

You can chain multiple Boolean expressions using && and ||

- g) In a logical And expression, both operands must be true for the expression to evaluate to

True

That's how && works

- h) In logical expression, && is evaluated before !.

False

! always happens first

- i) The pow() method in the Math class is used for exponentiation.

True

Math.pow(base, exponent) performs exponentiation

- j) The statement `x = abs (3-);` will return the value 3

False

The statement is syntactically incorrect, it's missing a number after the minus sign