Define a method which accepts two value as arguments(an integer and boolean) and return the string indicating when the alarm should ring.

the first argument indicating day of the week encoded as 0=Sun, 1=Mon, 2=Tue, ...6=Sat, and a boolean indicating if we are on vacation or not.

Write the method with the following specifications

Name of method***ringAlarm()***// which accepts two arguments, first indicating day of the week and second a boolean indiacting if we are on vacation.

Arguments: two arguments of type integer and boolean

Return Type: an string value

Specifications: The value returned by the method ***ringAlarm()*** is determined by the following rules

if the first argument value is not between 0 to 6, return "Invalid Inputs"

if the second value is not boolean value true or false, return "Invalid Inputs"

if the first argument value is between 1 to 5 indicating the week day's and second value is true indicating on vacation, return "10:00"

if the first argument value is between 1 to 5 indicating the week day's and second value is false indicating not on vacation, return "07:00"

if the first argument value is 0 or 6 indicating the weekend day's and second value is true indicating on vacation, return "OFF"

if the first argument value is 0 or 6 indicating the weekend day's and second value is false indicating not on vacation, return "10:00"

**Read the steps below carefully before you start**

* + 1. Download the skeleton code provided ***(***[***ECC\_14\_AlarmClock.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_14_AlarmClock.java)***)***
    2. In the downloaded file, add your code in the placeholder - "ADD YOUR CODE HERE"
    3. To write code, you can use editors such as Eclipse, Notepad, GEdit, VIM etc
    4. Compile your code
    5. Check the output and upload the source file i.e., .java file

**Follow the below steps to upload the file**

1. click on ‘Select a file' button. Locate and select the .java file ([***ECC\_14\_AlarmClock.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_14_AlarmClock.java)) you want to upload. Ensure that you select the correct file as only one file can be uploaded. In case you selected the wrong file, refresh the page before proceeding to next step.
2. Now the button ‘Upload ECC\_14\_AlarmClock.java’ will be displayed. Click this button to upload

**Click on the file name to download the template:** [***ECC\_14\_AlarmClock.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_14_AlarmClock.java)

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