COMSC 1033

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Homework 4

1. The program will request three random numbers and then put them in order from least to greatest.

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\* @author RJ

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import java.util.Scanner;

public class homework7 {

/\*\*

\* @param args

\*/

public static void main(String[] args) {

// TODO Auto-generated method stub

Scanner input = new Scanner(System.in); // created a scanner

System.out.print("input three numbers to sort: ");

double number1 = input.nextDouble();

double number2 = input.nextDouble(); // ask the person for three random numbers

double number3 = input.nextDouble();

// all these if statements are different combinations of order for the numbers

if (number1 < number2 && number1 < number3 && number2 < number3) {

System.out.print(number1 + ", " + number2 + ", " + number3);

}

if (number2 < number1 && number2 < number3 && number1 < number3) {

System.out.print(number2 + ", " + number1 + ", " + number3);

}

if (number3 < number1 && number3 < number2 && number1 < number2) {

System.out.print(number3 + ", " + number1 + ", " + number2);

}

if (number1 < number2 && number1 < number3 && number3 < number2) {

System.out.print(number1 + ", " + number3 + ", " + number2);

}

if (number2 < number1 && number2 < number3 && number3 < number1) {

System.out.print(number2 + ", " + number3 + ", " + number1);

}

if (number3 < number1 && number3 < number2 && number2 < number1) {

System.out.print(number3 + ", " + number2 + ", " + number1);

}

}

}

Console:

input three numbers to sort: 58

5000

69

58.0, 69.0, 5000.0

What I learned from this code was if statements. I had a lot of fun using this command. Also I learned the && signs which was helpful in the coding. Another sign I learned was to use the greater than and less than signs which was also helpful in programming this code.

What I learned from this assignment was if statements and else statements. I played around with this program quite a bit trying out the if, else, and else if statements. I also learned to use the &&, <, and > signs during this assignment. The last thing I learned on this assignment was how to program something that can sort any three numbers that you give it.

1. Git Push - moves things to another spot.

Example: you can move information to another spot.

1. Git Pull – gets files from another spot and brings them to you.

Example: you can retrieve information from another spot.

1. Git Branch – tell you all the branches you have and can create a new one if you want.

Example: make multiple branches to store different types of information.

1. Git Checkout – goes to a different branch than the one you were at.

Example: switch between different types of information.

1. Git Rebase - makes a new base for where you can store things.

Example: store information in a certain spot.

1. Git Clone – makes another one.

Example: create two things of information to store them in two different areas.

1. Git Add – adds a file changes that you made to a working directory.

Example: make changes where necessary.

1. Git Remove – like add but will remove a file.

Example: remove things that are unnecessary.

1. Git Log – shows you all the commits that you have on a branch

Example: observe all the commits you have made.

1. Git Init – creates a new directory in a project.

Example: make a new directory for different branches.

1. Git Commit – points the changes you made to a new commit.

Example: make new commits in an area.

1. Git Blame - changes made are blamed here.

Example: shows you were the errors are.

1. Git Remote – creates a remote area so that you can push things to or pull things from.

Example: make a remote area where you can put different information to take or store there.