Computer Programming I (LAB - 2)

Program Name	Description
BSLab2a.java	Create a variable to store an integer and give it any value you like between 0 and 200 (inclusive) Use an If-Else statement to check the value of the variable and print to screen a message depending on the value of the variable

Output

```
The value of the variable is: <value-of-the-variable>
```

if value is greater than 100, then

>   **Message:** It is greater than 100 !!!

else

>   **Message:** It is NOT greater than 100 !!!

NOTE: Only one message should be displayed at a time ! The *if* and *else* line should not be displayed, they are only showing the conditions for each message

Program Name	Description

BSLab2b.java	Create an integer variable called **varAge** and give it any value you like between 0 and 100 (inclusive)
	
	Using If-Else statements, write a program that displays a message based on the following conditions.
	
	      Age is less or equal than 10, message is "Child"
	      Age between 11 and 18 (inclusive), message is "Adolescent"
	      Age between 19 and 60 (inclusive), message is "Adult"
	      Age is greater or equal than 61, message is "Senior"

Output

```
Age <value-of-varAge> is classified as <message>
```

NOTE: You should test your program using different value for varAge to make sure that your program is working as it should.

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Program Name	Description
BSLab2c.java	Create two integer variables called **varModule1** and **varModule2**. Give a value to each variable between 0 and 100 (inclusive). Write a program that displays a message based on the following conditions: varModule1 >= 40 AND varModule2 >= 40, message "Pass" varModule1 >= 40 AND varModule2 < 40, message "Repeat Module 2" varModule1 < 40 AND varModule2 >= 40, message "Repeat Module 1" varModule1 < 40 AND varModule2 < 40, message "Fail"

Output

`Module 1: <value-of-varModule1>`
`Module 2: <value-of-varModule2>`
 	
`Status: <message>`
 	
NOTE: You should test your program using different value for each variable to make sure that your program is working as it should.

Program Name	Description
BSLab2d.java	Create three boolean variables called **varWeather**, **varWeekend** and **varTemp**. Assign a value to each of the variables. Create a program that prints a message to the screen based on the following rules: If the weather is bad, it is not weekend and it is hot then Message is "Good enough to walk to work" Else If the weather is bad, it is not weekend and it is not hot then Message is "Better get a taxi" Else if the weather is good, it is weekend and it is not hot then Message is "Better stay in bed" Else if the weather is good, it is weekend and it is hot then Message is "Go to a park" Else Message is "Do not know what to do !" ***HINT:*** *Each variable can only have two values, decide what each value represents before you code your If-Else statements*

Output
`Tip of the day: <message>`

Sample Exam Question

Convert the following pseudo-code to Java code:

If a person's age is under 13 years old then

Print "Free entrance"

Else if a person's age is between 13 and 18 (inclusive) then

Print "Student fee: 2 Euro"

Else if a person's age is between 19 and 50 (inclusive) then

Print "Adult fee: 5 Euro"

Else

Print "Senior fee: 2 Euro"