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CSC 151 02

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Section 4.1

4.1) if (y == 20)

x = 0 ;

4.3) if (sales >= 10000)

commission = 0.2 ;

4.5) if (x > 100)

y = 20 ;

z = 40 ;

4.7) if (myCharacter == ‘D’)

System.out.println("Goodbye”);

Section 4.2

4.9) if (y == 100)

x = 1 ;

else

x = 0 ;

Section 4.4

4.13) if (x>0)

{

if (y<20)

{

z=1;

}

}

else

{

z=0;

}

Section 4.6

4.18) if (speed >= 0 && speed <= 200)

System.out.println("The number is valid.");

4.19) if (speed <= 0 && speed >= 200)

System.out.println("The number is invalid.");

Section 4.7

4.20) if (name = Timothy)

System.out.println("Do I know you?");

4.21) if (name1.compareTo(name2)<0)

System.out.println(name1 + " comes before " + name2 + " in alphabetical order.");

else System.out.println(name2 + " comes before " + name1 + " in alphabetical order.");

Section 4.9

4.23) A) (x>y)?(z=1):(z=20) ;

B) (temp>45)?(population=base10):(population=base2) ;

C) (hours>40)?(wage=1.5):(wage=1);

D) ?

Section 4.10

4.25) switch(letter)

{

case 'A':

System.out.println("You selected A.");

break;

case 'B':

System.out.println("You selected B.");

break;

case 'C':

System.out.println("You selected C.");

break;

case 'D':

System.out.println("You selected D.");

break;

default:

System.out.println("Please enter A,B,C, or D.");

break;

}