Instruction:

1. The diagram is provided so you know what to do.

**TASK 4**

**From Workshop 3**

**Exercise 1.**

**Please see activity diagram in Workshop 3 and write a program to implement it.**

**Write a program to implement the following activity diagram.**



output x and y

output message

“x is at least 4”

Add 1 to x

y = 4

x = 3

Subtract 1 from x



output message

“x is less than 4”

public class Program4{

public static void main(String args[]){

int x=3;

int y =4;

if(x<4){

x = x+1;

System.out.println(" X is less than 4 : ");

}

if(x>=4){

x = x-1;

System.out.println(" x is at least 4 ");

}

System.out.println("The Value of X : "+x+" The Value of Y : "+y);

}//end of main

}