**SCHOOL SUBJECT**

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**Assessment Task: Seatwork|Chapter 4**

**Instruction:**

1. Copy the sample code exactly as it is
2. The sample program will serve as a guide for you to create the following activities.
3. This activity can be done on any online platform
4. Copy the source program and capture the output in the space provided
5. In this activity, SOP code and Joption will be used.

|  |  |
| --- | --- |
| Source Code | Output |
| **SOP**  package javaapplication5;  import java.util.Scanner;  /\*\*  \*  \* @author Nathaly Pearl  \*/  public class JavaApplication5  {  public static void main(String[] args)  {  Scanner reader = new Scanner(System.in);  System.out.print("Enter a number between 0 and 35: ");  int number = reader.nextInt();    System.out.println("The number you have entered is: " + number);    System.out.println("Output: ");{  if (number <= 9)  System.out.println(number);  else if (number >= 35)  System.out.println("Up to 35 numbers only");  else  System.out.println(number + 55);  }  }  } |  |
| **JoptionPane**  package javaapplication7;  /\*\*  \*  \* @author Nathaly Pearl Salanatin  \*/  import javax.swing.JOptionPane;  public class JavaApplication7 {  public static void main(String[] args)  {    String x = JOptionPane.showInputDialog("Enter an integer between 0 and 35: ");  int number = Integer.parseInt(x);  JOptionPane.showMessageDialog(null, "The number you have entered is: " + number);  JOptionPane.showMessageDialog(null, "Output: ");  if (number <= 9)  JOptionPane.showMessageDialog(null, number);  else  JOptionPane.showMessageDialog(null, number + 55);    }    } | If > 9 |