Java Class

Conditionals

9th June 2020

OVERVIEW

What if we want to control the flow of our program? What if we receive a signal and need to process it in a specific way? Enter conditionals!

GOALS

1. Learn about if, else, else if
    a. **VOCAB**
        i. boolean
        ii. If statement
        iii. conditional
        iv. Control flow
2. Understand how to get a program to respond the way you want to

PROJECT

Even-Odd Checker (With Input)

Numbers are either even or odd, but what does that mean? What makes a number even or odd? Figure that out and you are one step closer to solving this project! To pass this project you must develop a program that:

1. **Accepts user input of a number**
2. **Prints out if it is even or odd**

HINT: To accept user input, you need to import java.util.Scanner (should be the first line of code before class). Then inside the main method have these lines of code:

Scanner scr = new Scanner(system.in)

num = scr.nextInt()

These lines create a scanner object (more on that later) and store the number accepted in input into num