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18. if(speed >= 0 && speed <= 200)

System.out.println(“the number is valid”);

19. if(speed > 200 || speed < 0)

System.out.println(“the number is not valid”)

20. if name.equals(“Timothy”)

system.out.println(“Do I know you?”);

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

System.out.println(name2 + name1);

else if(name1.compareTo(name2) == 0

System.out.println(name1 + name2);

else if(name.compareTo(name2) > 0)

system.out.println(name1 + name2);

22. if (input.equalsIgnorCase(“Timothy”);

24.

switch(userNum)

{

case 1:

System.out.println(“one”);

break;

case 2:

System.out.println(“two”);

break;

case 3:

System.out.println(“three”);

break;

default:

System.out.println(“error”);

}

25.

switch(selection)

{

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(“Not good with letters, eh?”);

26. because there are no cases that aren’t affected by a condition

27. switch statements cannot have cases, such as greater than or less than.

28. That **is** serious.