

Basic Programming Practicum

Jobsheet 4 Selection 1 Experiment



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1i

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1.1 Experiment 1

1. Observe the flowchart

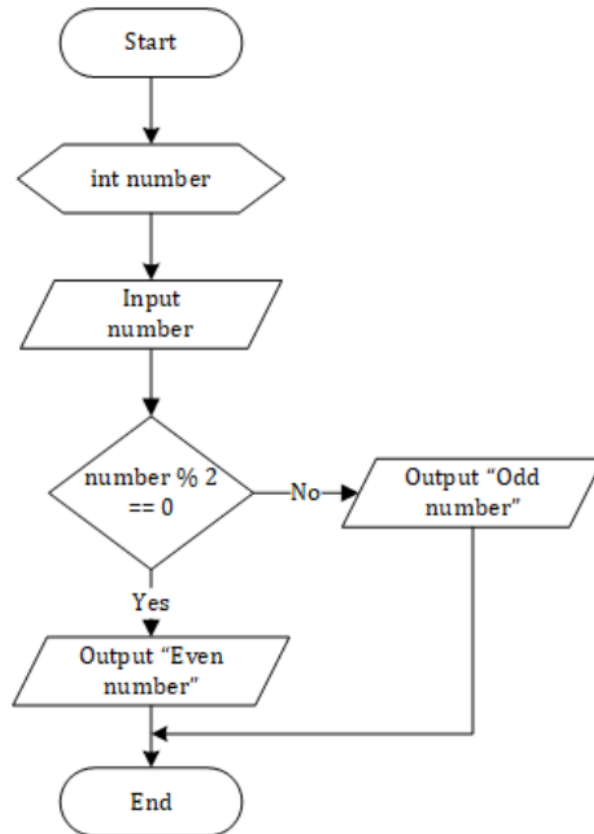


Figure 1: Flowchart

The flowchart is used to determine odd or even numbers, then we will make the program based on the flowchart.

2. Open a text editor. Create a new file, name it **Selection1.java**
3. Write the basic structure of the Java programming language which contains the **main()** function
4. Add the scanner library. Write the following code at the top **outside the class**

```
import java.util.Scanner;
```
5. Make a scanner declaration. Write the following code in **in the main()** function

```
Scanner input = new Scanner(System.in);
```

6. Create an int variable with the name **number**

```
int number;
```

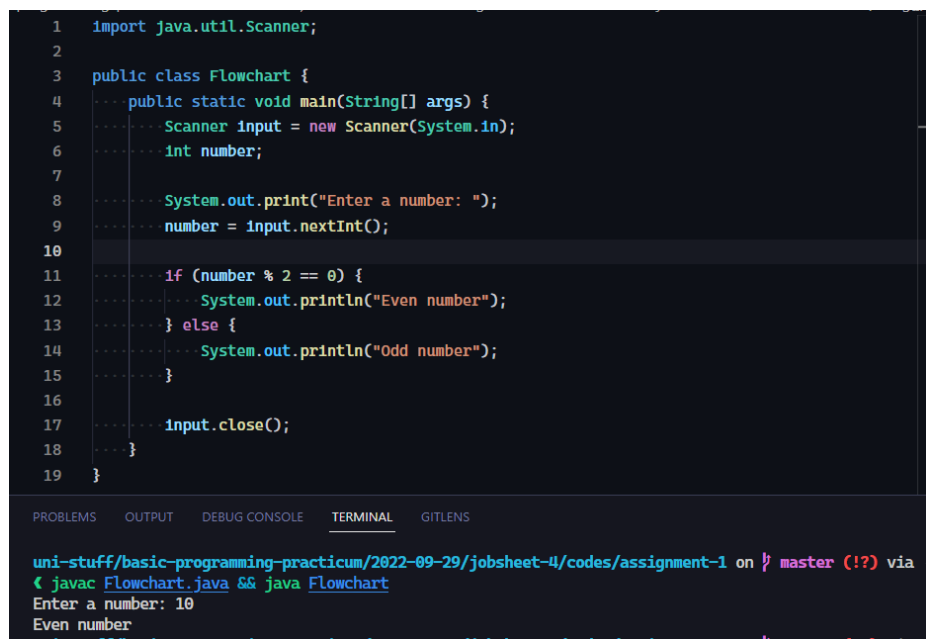
7. Write down the syntax for entering the value from keyboard.

```
System.out.print("Enter a number: ");  
number = input.nextInt();
```

8. Create a selection structure to check whether the number is even or odd

```
if (number % 2 == 0) {  
    System.out.println("Even number");  
} else {  
    System.out.println("Odd number");  
}
```

9. Compile and run the program. Observe the results!



```
1  import java.util.Scanner;  
2  
3  public class Flowchart {  
4      public static void main(String[] args) {  
5          Scanner input = new Scanner(System.in);  
6          int number;  
7  
8          System.out.print("Enter a number: ");  
9          number = input.nextInt();  
10  
11         if (number % 2 == 0) {  
12             System.out.println("Even number");  
13         } else {  
14             System.out.println("Odd number");  
15         }  
16  
17         input.close();  
18     }  
19 }
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL GITLENS

uni-stuff/basic-programming-practicum/2022-09-29/jobsheet-4/codes/assignment-1 on master (1?) via C

javac Flowchart.java && java Flowchart

Enter a number: 10

Even number

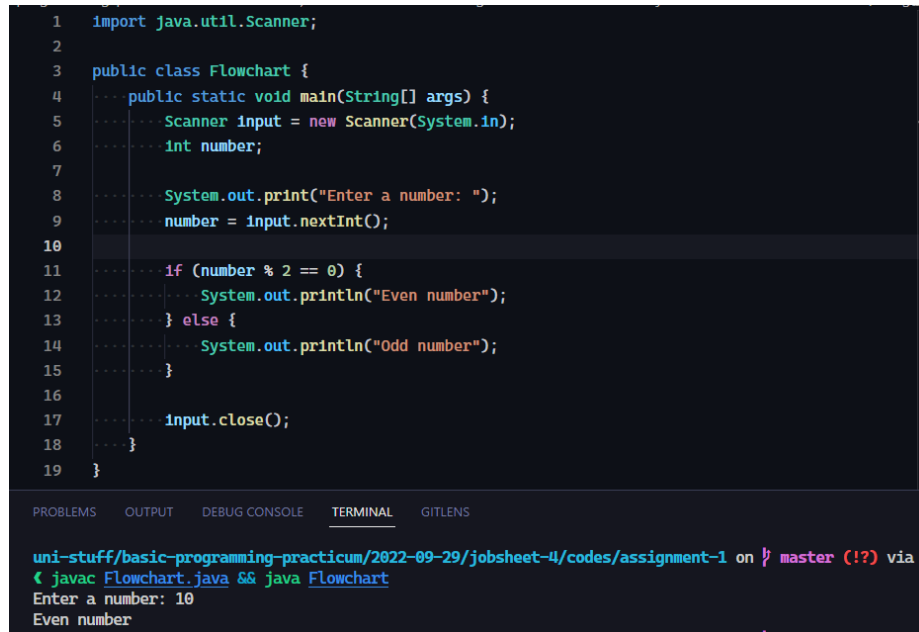
Figure 2: Implementation according to flowchart

Questions

1. Modify the program in its selection structure so that it becomes as follows:

```
String output = (number % 2 == 0) ? "Even numbers" : "Odd numbers";
System.out.println(output);
```

2. Compile, run, and observe the results!



```
1  import java.util.Scanner;
2
3  public class Flowchart {
4      ... public static void main(String[] args) {
5          ... Scanner input = new Scanner(System.in);
6          ... int number;
7
8          ... System.out.print("Enter a number: ");
9          ... number = input.nextInt();
10
11         ... if (number % 2 == 0) {
12             ... System.out.println("Even number");
13         ... } else {
14             ... System.out.println("Odd number");
15         ... }
16
17         ... input.close();
18     ... }
19 }
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL GITLENS

```
uni-stuff/basic-programming-practicum/2022-09-29/jobsheet-4/codes/assignment-1 on master (!?) via C
< javac Flowchart.java && java Flowchart
Enter a number: 10
Even number
```

Figure 3: Implementation with ternary

3. Explain why the modified program output is the same as the program output before it was modified!

Because we only replaced the if statement with a ternary but we don't change the condition. It will stay true when `number % 2 == 0`

1.2 Experiment 2

1. Open a text editor. Create a new file, named it **Selection2.java**
2. Write the basic structure of the Java programming language which contains the **main()** function
3. Add the **Scanner** library. Write the following code at the top **outside the class**

```
Scanner input = new Scanner(System.in);
```

4. Create an **int** variable with the name **score**

```
int score;
```

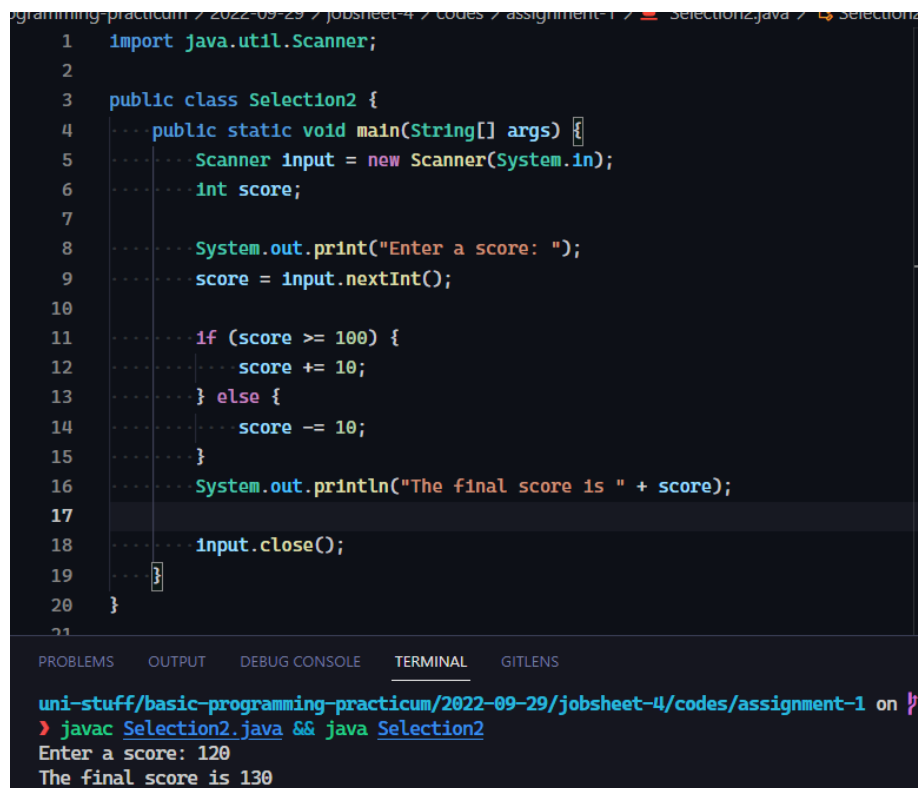
5. Write down the syntax for entering the value from keyboard

```
System.out.print("Enter a score: ");  
score = input.nextInt();
```

6. Add the following selection structure

```
if (score >= 100) {  
    score += 10;  
} else {  
    score -= 10;  
}  
System.out.println("The final score is " + score);
```

7. Compile and run the program. Observe the results!



```
1  import java.util.Scanner;
2
3  public class Selection2 {
4      public static void main(String[] args) {
5          Scanner input = new Scanner(System.in);
6          int score;
7
8          System.out.print("Enter a score: ");
9          score = input.nextInt();
10
11         if (score >= 100) {
12             score += 10;
13         } else {
14             score -= 10;
15         }
16         System.out.println("The final score is " + score);
17
18         input.close();
19     }
20 }
21
```

PROBLEMS OUTPUT DEBUG CONSOLE **TERMINAL** GITLENS

```
uni-stuff/basic-programming-practicum/2022-09-29/jobsheet-4/codes/assignment-1 on
> javac Selection2.java && java Selection2
Enter a score: 120
The final score is 130
```

Figure 4: Selection 2 implementation

Questions

1. Describe the function of the following program code:

```
score += 10;
score -= 10;
```

They are called addition assignment and subtraction assignment. They are used to add or subtract and assign the new value add the same time. It is a shorthand for doing `score = score + 10` and `score = score - 10`

-
2. Modify the program so that only one input becomes two (for example: `score1` and `score2`). Then calculate the average of two values, if the average value is more than equal to 100 then subtract 5, whereas if the average value is less than 100 it will be printed immediately.

```
1  import java.util.Scanner;
2
3  public class Selection2 {
4      ....public static void main(String[] args) {
5          ....Scanner input = new Scanner(System.in);
6          ....int score1, score2, average;
7
8          ....System.out.print("Enter score 1: ");
9          ....score1 = input.nextInt();
10         ....System.out.print("Enter score 2: ");
11         ....score2 = input.nextInt();
12         ....
13         ....average = (score1 + score2) / 2;
14
15         ....if (average >= 100) {
16             ....average -= 5;
17         ....}
18         ....System.out.println("The final score is " + average);
19
20         ....input.close();
21     ....}
22 }
```

PROBLEMS OUTPUT DEBUG CONSOLE **TERMINAL** GITLENS

```
uni-stuff/basic-programming-practicum/2022-09-29/jobsheet-4/codes/assignment-1 on
< javac Selection2.java && java Selection2
Enter score 1: 120
Enter score 2: 80
The final score is 95
```

Figure 5: Selection 2 with average

1.3 Experiment 3

1. Open a text editor. Create a new file. Name it **Selection3.java**
2. Write the basic structure of Java programming language which contains the `main()` function
3. Add the **Scanner** library. Write the following code at the top **outside the class**

```
import java.util.Scanner;
```

4. Make a Scanner declaration. Write the following code in the `main()` function

```
Scanner input = new Scanner(System.in);
```


-
5. Create an `int` variable with the name `age`

```
int age;
```

6. Write down the syntax for entering the value from keyboard:

```
System.out.print("Enter your age: ");  
age = input.nextInt();
```

7. Add the following selection structure to check the age category

```
if (age > 65) {  
    System.out.println("Elderly");  
} else if (age > 18) {  
    System.out.println("Adults");  
} else if (age > 12) {  
    System.out.println("Teen");  
} else if (age > 5) {  
    System.out.println("Children");  
} else {  
    System.out.println("Toddler");  
}
```

8. Compile and run the program. Observe the results!



```
basic-programming-practicum > 2022-09-29 > jobsheet-4 > codes > assignment-1 > Selection3.java >
1  import java.util.Scanner;
2
3  public class Selection3 {
4      public static void main(String[] args) {
5          Scanner input = new Scanner(System.in);
6          int age;
7
8          System.out.print("Enter your age: ");
9          age = input.nextInt();
10
11         if (age > 65) {
12             System.out.println("Elderly");
13         } else if (age > 18) {
14             System.out.println("Adults");
15         } else if (age > 12) {
16             System.out.println("Teen");
17         } else if (age > 5) {
18             System.out.println("Children");
19         } else {
20             System.out.println("Toddler");
21         }
22
23         input.close();
24     }
25 }
```

PROBLEMS 1 OUTPUT DEBUG CONSOLE TERMINAL GITLENS

```
uni-stuff/basic-programming-practicum/2022-09-29/jobsheet-4/codes/assignment-1 on
< javac Selection3.java && java Selection3
Enter your age: 18
Teen
```

Figure 6: Selection 3

Questions

1. How many conditions exist in experiment 3? Mention what conditions are!

There are 5 conditions:

- If the age is greater than 65, then print Elderly
- If the age is greater than 18, then print Adults
- If the age is greater than 12, then print Teen
- if the age is greater than 5, then print Children
- Otherwise, print Toddler

-
2. Modify the program so that if the age entered is 0 years or less than 0 it will display the output "Sorry, the age you entered is wrong"!

```
1  import java.util.Scanner;
2
3  public class Selection3 {
4      public static void main(String[] args) {
5          Scanner input = new Scanner(System.in);
6          int age;
7
8          System.out.print("Enter your age: ");
9          age = input.nextInt();
10
11         if (age > 65) {
12             System.out.println("Elderly");
13         } else if (age > 18) {
14             System.out.println("Adults");
15         } else if (age > 12) {
16             System.out.println("Teen");
17         } else if (age > 5) {
18             System.out.println("Children");
19         } else if (age > 0) {
20             System.out.println("Toddler");
21         } else {
22             System.out.println("Sorry, the age you entered is wrong!");
23         }
24
25         input.close();
26     }
27 }
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL GITLENS

uni-stuff/basic-programming-practicum/2022-09-29/jobsheet-4/codes/assignment-1 on

javac Selection3.java && java Selection3

Enter your age: 0

Sorry, the age you entered is wrong!

Figure 7: Selection 3 with less than equal 0 condition

1.4 Selection4

1. Open a text editor. Create a new file. Name it **Selection3.java**
2. Write the basic structure of Java programming language which contains the `main()` function
3. Add the **Scanner** library. Write the following code at the top **outside the class**

```
import java.util.Scanner;
```

-
4. Make a Scanner declaration. Write the following code in the `main()` function

```
Scanner input = new Scanner(System.in);
```

5. Create the following variables

```
double number1, number2, result;  
char operator;
```

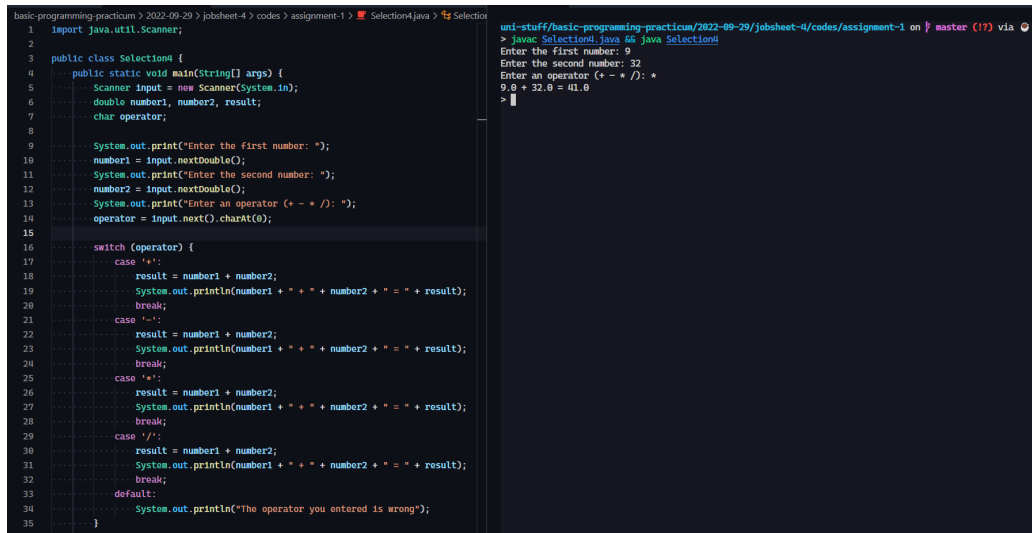
6. Write down the syntax for entering values from keyboard

```
System.out.print("Enter the first number: ");  
number1 = input.nextDouble();  
System.out.print("Enter the second number: ");  
number2 = input.nextDouble();  
System.out.print("Enter an operator (+ - * /): ");  
operator = input.next().charAt(0);
```

7. Add the following selection structure

```
switch (operator) {  
    case '+':  
        result = number1 + number2;  
        System.out.println(number1 + " + " + number2 + " = " + result);  
        break;  
    case '-':  
        result = number1 - number2;  
        System.out.println(number1 + " - " + number2 + " = " + result);  
        break;  
    case '*':  
        result = number1 * number2;  
        System.out.println(number1 + " * " + number2 + " = " + result);  
        break;  
    case '/':  
        result = number1 / number2;  
        System.out.println(number1 + " / " + number2 + " = " + result);  
        break;  
    default:  
        System.out.println("The operator you entered is wrong");  
}
```

8. Compile and run the program. Observe the results!



```
1 import java.util.Scanner;
2
3 public class Selection4 {
4     public static void main(String[] args) {
5         Scanner input = new Scanner(System.in);
6         double number1, number2, result;
7         char operator;
8
9         System.out.print("Enter the first number: ");
10        number1 = input.nextDouble();
11        System.out.print("Enter the second number: ");
12        number2 = input.nextDouble();
13        System.out.print("Enter an operator (+ - * /): ");
14        operator = input.next().charAt(0);
15
16        switch (operator) {
17            case '+':
18                result = number1 + number2;
19                System.out.println(number1 + " + " + number2 + " = " + result);
20                break;
21            case '-':
22                result = number1 - number2;
23                System.out.println(number1 + " - " + number2 + " = " + result);
24                break;
25            case '*':
26                result = number1 * number2;
27                System.out.println(number1 + " * " + number2 + " = " + result);
28                break;
29            case '/':
30                result = number1 / number2;
31                System.out.println(number1 + " / " + number2 + " = " + result);
32                break;
33            default:
34                System.out.println("The operator you entered is wrong");
35        }
36    }
37}
```

```
uni-stuff/basic-programming-practicum/2022-09-29/jobsheet-4/codes/assignment-1 on / master (1?) via
> javac Selection4.java 66 java Selection4
Enter the first number: 9
Enter the second number: 32
Enter an operator (+ - * /): +
9.0 + 32.0 = 41.0
> |
```

Figure 8: Selection 4

Questions

1. Explain the function of break and default in experiment 4!

The **break** keyword is used to stop the switch statement. If we don't use it, it will just passthrough the next case. The **default** keyword is used as the default condition. It's like an **else** keyword for a **switch** statement.

2. Explain the function of the following program code commands!

```
operator = input.next().charAt(0);
```

It is used to get the first character of a String since `input.next()` will take a String until the next newline. In case someone inserted `*asdasd`, we will only get the `*` thanks to the `.charAt(0)` method.