1 och 3)

```
import java.util.Scanner;

public class Uppg1 {
	public static void main(String[] args) {
		//Scanna in en bokstav
		Scanner scanner = new Scanner(System.in);
		System.out.println("Insert the letter of a subtask: ");
		char letter = scanner.nextLine().charAt(0);
		performSubTask(letter);
//		performSubTask('a');
	}

	public static void performSubTask(char subTask) {
		switch (subTask) {
		case 'a':
			while (true) {
				System.out.println("1a");
			}
		case 'b':
			int i = 0;
			while (i < 10) {
				i++;
				System.out.println("1b");
			}
			break;
		case 'c':
			boolean trueOrFalse = true;
			while (trueOrFalse) {
				System.out.println("1c");
				trueOrFalse = false;
			}
			break;
		case 'd':
			boolean falskt = false;
			boolean sant = true;
			while (sant || falskt) {
				System.out.println("1d");
				if (sant && !falskt) {
					sant = false;
				}
			}
			break;
```

```
		case 'e':
			while (false || (((true && true) && (false || !false)))) {
				System.out.println("1e");
			}
		}
	}
}
```

2)

```
import java.util.Scanner;

public class Uppg2 {
	public static void main(String[] args) {
		//Scanna in en bokstav
		Scanner scanner = new Scanner(System.in);
		System.out.println("Insert the letter of a subtask: ");
		char letter = scanner.nextLine().charAt(0);
		performSubTask(letter);
//		performSubTask('a');
	}

	public static void performSubTask(char subTask) {
		switch (subTask) {
		case 'a':
			do {
				System.out.println("1a");
			}while (true);
		case 'b':
			int i = 0;
			do {
				i++;
				System.out.println("1b");
			}while (i < 10);//OBS minska med 1 för att få samma utskrift som i uppg 1
			break;
		case 'c':
			boolean trueOrFalse = true;
			do {
				System.out.println("1c");
				trueOrFalse = false;
			}while (trueOrFalse);
			break;
		case 'd':
			boolean falskt = false;
```

```
                        boolean sant = true;
                        do {
                                System.out.println("1d");
                                if (sant && !falskt) {
                                        sant = false;
                                }
                        }while (sant || falskt);
                        break;
                case 'e':
                        do {
                                System.out.println("1e");
                        }while (false || (((true && true) && (false || !false))));
                }
        }
}
```

4)
Detta ska skrivas ut:
a)
Blubb, blubb!
b)
Nom, nom!
Blubb, blubb!
c)
SPLASH, SPLASH!
Nom, nom!
Blubb, blubb!

d) däremot kommer att orsaka kompileringsfel

5)

```
public class uppg5 {
        public static void main(String[] args){
                char[] emil = new char[] {'E', 'm', 'i', 'l'};
                char[] roxanna = new char[] {'R', 'o', 'x', 'a', 'n', 'n', 'a'};
                char[] styrbjorn = new char[] {'S', 't', 'y', 'r', 'b', 'j', 'o', 'r', 'n'};
                char[] isotop = new char[] {'I', 's', 'o', 't', 'o', 'p'};
                try{
                        System.out.println("" + emil[0] + isotop[5] + roxanna[1] + roxanna[2] +
styrbjorn[2]);
                        char[] nullChar = null;
//                      System.out.println(nullChar);
//                      System.out.println(emil[8]);
```

```
                }catch(ArrayIndexOutOfBoundsException e){
                        System.out.println("Index-value out of bounds");
                }catch(NullPointerException e){
                        System.out.println("Yes! Jag har överlistat java och fångat ett nullpointerfel
alldeles själv!");
                }
        }
}
```

För 5b, c och d ta bort utkommenteringarna i koden.

6a och b)

```
public class Pokemon {
        int pokedexNr;
        int level = 0;
        public String fight(Pokemon opponent){
                if(this.level>opponent.level){
                        return "Win!";
                }
                else if(this.level==opponent.level){
                        return "Draw!";
                }
                else{
                        return "Ash blacked out!";
                }
        }
}

public class Squirtle extends Pokemon{
        String bubble = "Blubb, blubb!";
        public Squirtle() {
                level = 1;
        }
}

public class Wartortle extends Squirtle{
        String bite = "Nom, nom!";
        public Wartortle(){
                level = 16;
        }
}

public class Blastoise extends Wartortle{
```

```
        String hydropump = "SPLASH, SPLASH!";
        public Blastoise(){
                level = 36;
        }
}

public class Main {
        public static void main(String[] arg){
                System.out.println(squirtle1.fight(wartortle3));
                System.out.println(squirtle1.fight(squirtle2));
                System.out.println(blastoise1.fight(wartortle3));
        }
}
```

Fortsatt lycka till med programerandet! Kom ihåg att den som skrivit flest kodrader när hen dör vinner;)
//Anton