

Name \_\_\_\_\_ Period \_\_\_\_\_

<b>Skill 8.1 Exercise 1</b>	
Refer to the following code to evaluate whether the code in curly brackets will be executed.	
<pre>int i = 10; j = 3;</pre>	
<code>if(j &gt; i){}</code>	
<code>if(i &gt; j){}</code>	
<code>if((j &lt;= i)    (j &gt;= i)){}</code>	
<code>if((i &gt; j) &amp;&amp; (j == 0)){}</code>	
<code>If( !(!(true))){} </code>	

<b>Skill 8.2 Exercise 1</b>
<p>Declare two int type variables a and b. Initialize them to whatever you want. Then declare an int type variable called temp, but do not initialize it. Write an if-else statement that (1) swaps the values of a and b if a is greater and (2) prints “already sorted” if a is less than b.</p>

<b>Skill 8.3 Exercise 1</b>	
Refer to the following code to evaluate what is printed.	
<pre>int x = 79, y = 46, z = -3; double d = 13.89, jj = 40.0; boolean b = true, c = false;</pre>	
<pre>if(x == y &amp;&amp; !(z &lt; 0)    b &amp;&amp; c){     System.out.println("this is if"); }else{     System.out.println("this is else"); }</pre>	
<pre>if( x != y &amp;&amp; y==z &amp;&amp; b    !c){     System.out.println("this is if"); }else{     System.out.println("this is else"); }</pre>	

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### Skill 8.4 Exercise 1

The following wordGuess class has been started. Finish the class so that user will know whether or not they guessed the word correctly. Provide a different message for a correct guess and an incorrect guess.

```
public class wordGuess{
    public static void main(String args[]){
        String secretAnimal = "lobster";
        Scanner s = new Scanner(System.in);
        System.out.println("An 8 legged animal that lives in the sea _ _ _ _ _");
        String guess = s.nextLine();
    }
}
```

### Skill 8.5 Exercise 1

Consider the following variables. Then write code that will print the appropriate message depending on the time of day. (Assume the time of day is an integer value)

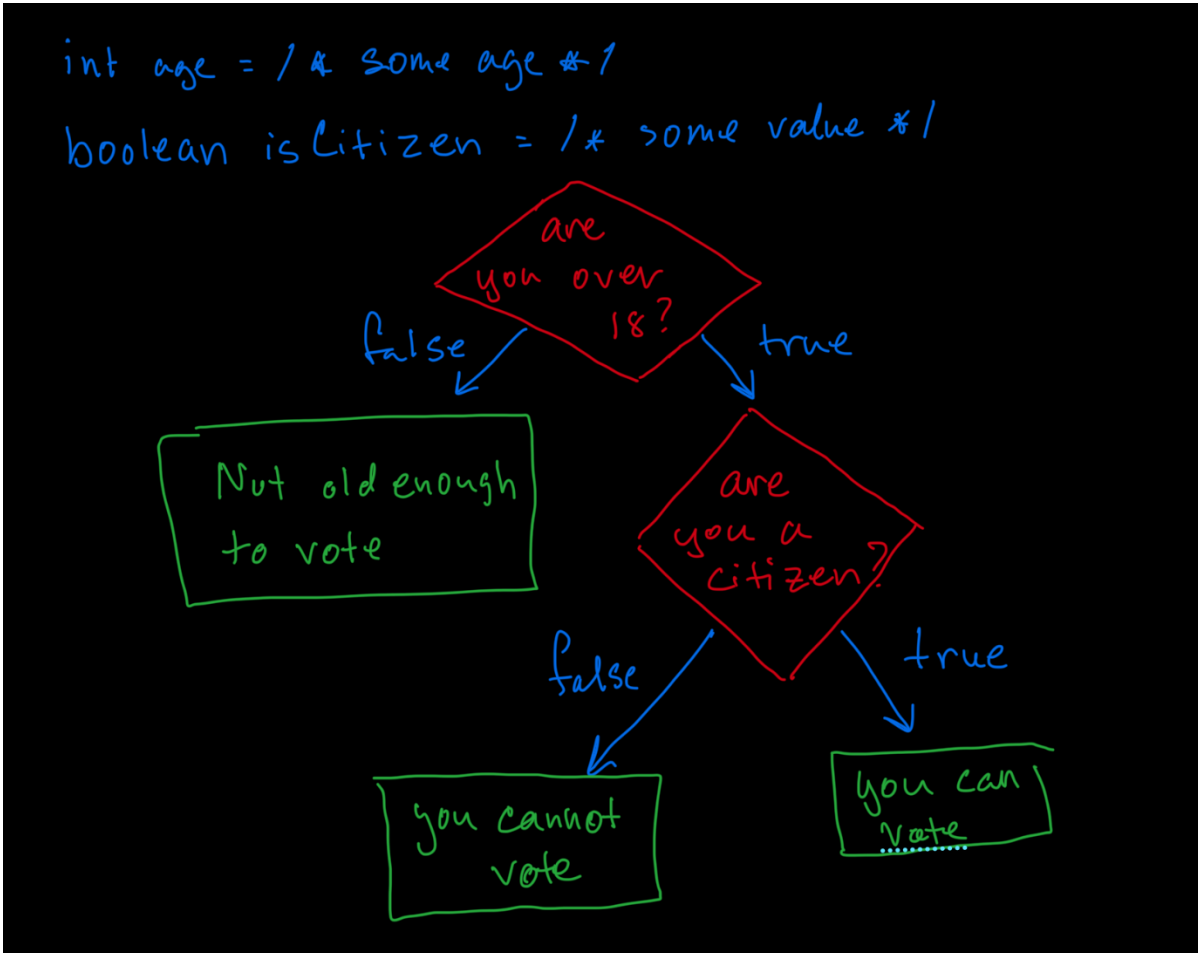
```
String s1 = "Time to wake up";
String s2 = "Time to go to school";
String s3 = "time to go to bed";
int time;
```

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**Skill 8.6 Exercise 1**

Flowcharts are a useful way to visualize algorithms. Consider the example below,



Write the algorithm above in Java.

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### Skill 8.7 Exercise 1

Rewrite the code in **Skill 8.5 Exercise 1** without using curly brackets