

Lesson 11 Coding Activities

You can use the templates below in DrJava, or the IDE of your choice. Download the zipped .java starter files with the templates below, to get a head start on the activity.

Come to the forum with your questions and to share your test cases.

1. Test if an integer input from the keyboard is equal to the integer 176. If it is, print "YES" (without the quotes).

```
import java.util.Scanner;
import java.lang.Math;

class Lesson_11_Activity_One {
    public static void main(String[] args)
    {
        /*
        * Write your code here
        * Copy and paste your entire program to Code Runner
        * to complete the activity, from the first import statement
        * to the last bracket.
        */
    }
}
```

2. Test if a decimal value input from the keyboard is equal to 48.729. If it is, print "YES" (without the quotes).

```
import java.util.Scanner;
import java.lang.Math;

class Lesson_11_Activity_Two {
    public static void main(String[] args)
    {
        /*
        * Write your code here
        * Copy and paste your entire program to Code Runner
        * to complete the activity, from the first import statement
        * to the last bracket.
        */

    }
}
```

```
}
```

3. Get two integers from the keyboard and test if they are equal. If they are, print "YES" (without the quotes).

```
import java.util.Scanner;
import java.lang.Math;

class Lesson_11_Activity_Three {
    public static void main(String[] args)
    {
        /*
        * Write your code here
        * Copy and paste your entire program to Code Runner
        * to complete the activity, from the first import statement
        * to the last bracket.
        */
    }
}
```

4. Test if an integer input from the keyboard is odd or even.

Sample Run 1:

```
Enter a Number:
78
Even
```

Sample Run 2:

```
Enter a Number:
17
Odd
```