

Lesson 13 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. Take input of an integer number from the keyboard and print "Positive" if it's positive or zero, and print "Negative" otherwise.

```
import java.util.Scanner;

class Lesson_13_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. Take input of an integer number from the keyboard and print "passing" if it's greater than or equal to 60, and print "failing" otherwise.

```
import java.util.Scanner;

class Lesson_13_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. Input two integers and print the largest. If they are equal print "EQUAL". You should be able to do this with only one if statement but you may use multiple else statements.

```
import java.util.Scanner;

class Lesson_13_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. Input an integer grade from the keyboard and translate it to a letter grade. For example, if a user enters 4, print "A", and if they enter 0 print "F". You can assume that an integer between 0 and 4 will be input.

```
import java.util.Scanner;

class Lesson_13_Activity_Four {
    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.
        */
    }
}
```

5. Create a program to let the user practice their multiplication tables. Print two random integers between 1 and 12 each on a new line. Then, ask the user to input the multiplication of the two numbers. If they enter the correct product print "Correct!" otherwise print "Wrong".

```

import java.util.Scanner;

class Lesson_13_Activity_Five {
    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.
        */
    }
}

```

6. We are going to redo the last coding activity from Lesson 12, but this time it will also print out a message if the temperature is OK.

You are running an experiment that involves hatching chicken eggs. Bird eggs are very sensitive to temperature and chickens' eggs will hatch between 99 and 102 degrees Fahrenheit.

Write the code for the sensor that will be tracking the temperature. If the temperature falls below 99 or above 102 your code should print "WARNING" otherwise "Temperature is OK". The values 99 and 102 are considered to be included in the ok range and the input will be in doubles.

Sample run 1:

```

What is the temperature?
45.3
WARNING

```

Sample run 2:

```

What is the temperature?
100
Temperature is OK

```

```
import java.util.Scanner;

class Lesson_13_Activity_Six {
    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.
        */
    }
}
```