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\* Justin Mendes

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\* Unit 3 Activity 7 Program/Question 1

\* Displays a title and some introductory information about acid rain on the screen. The program should then ask for a pH to be entered and determine the risk for fish.

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import javax.swing.JOptionPane;

public class acidrain

{

public static void main(String[] args)

{

//Variable Declaration and Initialization

double value = Double.parseDouble(JOptionPane.showInputDialog(null,"Type in a pH-value and I will tell you what happens to the fish...", "Input", JOptionPane.QUESTION\_MESSAGE));

System.out.println("'ACID RAIN CONCERN' PROGRAM\n");

System.out.println("Acid rain is detrimental to several environments,");

System.out.println("most notably the aquatic environment.");

System.out.println("It is caused by rotting vegetation and volcanic eruptions,");

System.out.println("but the most influential factor is human activity such as burning fossil fuels.\n");

System.out.println("This program is designed to determine the risk on fish within water systems.\n");

System.out.println("Type in a pH-value and I will tell you what happens to the fish...\n");

System.out.println(value + "\n");

switch (value)

{

case value >= 6.5 && value <= 7.5: System.out.println("NEUTRAL - FISH IN STREAMS, RIVERS AND LAKES WILL SURVIVE.");

break;

case value < 6.5: System.out.println("TOO ACID - FISH IN STREAMS, RIVERS AND LAKES WILL NOT SURVIVE.");

break;

default: System.out.println("TOO ALKALINE - FISH IN STREAMS, RIVERS AND LAKES WILL NOT SURVIVE.");

}

}//end main

}//end class