//Define 10 if statements and 5 conditional expressions using the when keyword.

//Answer:

// ten if statements

var time: Int = 1..12

var temperature: Int = (1..100 step 3)

if (time < 5) { println(“it”s too early to wake up”)}

if (time==6) { println(“it’s time to wake up and prepare for work”)}

if (time==7) { println(“time for Breakfast”)}

if (time==8) { println(“you are running late for work”)}

if (time==12) { println(“Break and Lunch time”)}

if (time>12) { println(“timer’s work done for the day”)}

if(temperature <=10) {println(“Weather too cold you need a blanket”)}

if (temperature >=20<=25) {println(“normal room temperature”)}

if (temperature >25) {println(“room temperature getting too hot you need an air conditional”)}

if (temperature==100) {println(“boiling point of water”)}

//5 conditional expressions using the when keyword

//example1

var number = 7

when(number) {

in 1..5 -> println("Input is provided in the range 1 to 5")

in 6..10 -> println("Input is provided in the range 6 to 10")

**else** -> println("none of the above")

}

//Example2

var number2 = 8

when(number2) {

        3, 4, 5, 6 ->

            println("It is summer season")

        7, 8, 9 ->

            println("It is rainy season")

        10, 11 ->

            println("It is autumn season")

        12, 1, 2 ->

            println("It is winter season")

**else** -> println("invalid input")

    }

//example3

var weekday = 1

    when(weekday) {

        1 -> {

            println("Monday")

            println("First day of the week")

        }

        7 -> println("Sunday")

**else** -> println("Other days")

    }

//example4

  var number3 = 5

     when(number3) {

         1 -> println("One")

         2 -> println("Two")

         3 -> println("Three")

         4 -> println("Four")

         5 -> println("Five")

**else** -> println("invalid number")

     }

//example5

 var number4 = 4

     var numberProvided = when(number4) {

         1 -> "One"

         2 -> "Two"

         3 -> "Three"

         4 -> "Four"

         5 -> "Five"

**else** -> "invalid number"

     }

     println("You provide $numberProvided")

//Define a loop which will print out 1 - 100. Also define a loop which will print out 1 - 10 to the console without printing out the numbers 4 and 5.

//Answer

//numbers 1 to 100 loop

for(a:Int in 1..100) {println (a)}

//numbers1-10 except 4 and 5

for(b:Int in 1..10) { if(b >3<6) continue

}

//Using a loop and the modulus operator, write a program which will print out only the even numbers between 10 and 20 and the odd numbers between 20 and 30: **NB:** Use only one loop

var num: Int = 10..30

var d= num%2

var g= !=d

for(names in num) {

if (names >10<=20) {println(d) }

if (names >20<=30) {println (g)}

}

//Define 5 Classes; let each class definition contain at least 5 instance variables; let each class contain at least 1 constructor.

//Class 1

class profile {

var firstName: String = “ ”

var lastName: String = “ ”

var age: Int = ()

var address: String = “ ”

var email: String = “ ”

constructor(firstName: String, lastName: String) {

this.firstName= firstName

this.lastName = lastName}

}

//Class 2

var class accountDetails{

var name\_of\_bank: String = “ ”

var accountName: String = “ ”

var BVN: Int = 0

var accountNumber: Int = 0

var account\_balance: Double = 0

constructor(var BVN: String, var accountNumber: Int) {

init{ }

}

}

//Class 3

class StudentDetails{

var studentName: String = “ ”

var courseStudied: String= “ ”

var year\_graduated: Int= 0

var GradeObtained: String= “ ”

var name\_of\_school: String = “ ”

constructor(var studentName: String, var courseStudied: String) {

init{ }

}

}

//Class 4

class Gadget {

var name: String = “ ”

var type: String = “ ”

var dateProduced: String = “ ”

var date\_purchased: String = “ ”

var Warranty: String = “ ”

constructor(name: String, type: String) {

init{

this.name= name

this.type= type}

}

}

//Class 5

class Beverages{

var nameOfBeverage: String = “ ”

var productionDate: String= “ ”

var expiringDate: String = “ ”

var demand\_rate: String = “ ”

var amountProduced: Int = 0

constructor(nameOfBeverage: String, productionDate: String){

this.nameOfBeverage= nameOfBeverage

this.productionDate= productionDate

}

}

//Assign values to the instance variables in these classes and then print out the values in the main function by accessing the values. **NB**: Use getters and setters.

//Class 1

class profile {

var firstName: String = “Cynthia ”

var lastName: String = “Okoro ”

var age: Int = 35

var address: String = “5 Odion Street, Ikeja”

var email: String = “Oc@gmail.com”

constructor(firstName: String, lastName: String) {

this.firstName= firstName

this.lastName = lastName}

}

//Class 2

var class accountDetails{

var name\_of\_bank: String = “Keystone ”

var accountName: String = “Kelvin Ileso ”

var BVN: Int = 222387465

var accountNumber: Int = 6037465887

var account\_balance: Double = 6\_000\_000.897

constructor(var BVN: String, var accountNumber: Int) {

init{ }

}

}

//Class 3

class StudentDetails{

var studentName: String = “Sarah Odion ”

var courseStudied: String= “Computer Science ”

var year\_graduated: Int= 2017

var GradeObtained: String= “Second Class Upper”

var name\_of\_school: String = “Uniben”

constructor(var studentName: String, var courseStudied: String) {

init{ }

}

}

//Class 4

class Gadget {

var name: String = “Infinix Hot Lite X ”

var type: String = “mobile phone ”

var dateProduced: String = “2nd August 2026”

var date\_purchased: String = “3rd Augsust 2026”

var Warranty: String = “10 years”

constructor(name: String, type: String) {

init{

this.name= name

this.type= type}

}

}

//Class 5

class Beverages{

var nameOfBeverage: String = “Bonvita”

var productionDate: String= “16th September 2024”

var expiringDate: String = “16 September 2025 ”

var demand\_rate: String = “98 per cent ”

var amountProduced: Int = 12789

constructor(nameOfBeverage: String, productionDate: String){

this.nameOfBeverage= nameOfBeverage

this.productionDate= productionDate

}

}

//Create 2 Repositories with 3 files in each of them. Push and pull to and from these repositories at least twice using the command line or terminal on your windows PC or Mac.