```
/*
 * To change this license header, choose License Headers in Project
Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

package javaapplication1;
import java.util.*;
public class project1 {
double wavelength=1450;
void water_level(double w)
{
if(w>wavelength)
{
System.out.println("OFF THE MOTOR.....");
}
else
System.out.println("ON THE MOTOR......");
}
void chemical_composition(double c)
{
if(c>=1.50&&c<=2.70)
{
System.out.println("SODIUM=2.26");
}
else if(c>=2.1&&c>=3.2)
{
System.out.println("MAGNESIUM=2.65");
}
else if(c>=1.8&&c<=2.3)
{
System.out.println("PHOSPHOROUS=2.05");
}
else
System.out.println("enter the correct CHEMICAL COMPOSITION VALUE");
}
void pressure(double p)
{
if(p>wavelength)
{
System.out.println("ANIMAL ENTERED INTO THE FIELD...");
}
else
{
System.out.println("NO ANIMAL ENTERED INTO THE FIELD....");
}}


    public static void main(String[] args) {
int choice=0;

JavaApplication1 ck=new JavaApplication1();
while(choice!=4)
{
System.out.println("enter the choice");
System.out.println("1.WATER_LEVEL 2.CHEMICAL_COMPOSITION 3.PRESSURE
4.EXIT");
```

```
Scanner sc=new Scanner(System.in);
 choice=sc.nextInt();
switch(choice)
{
case 1:System.out.println("enter the value of WATER LEVEL ");
double W=sc.nextDouble();
ck.water_level(W);
break;
case 2:System.out.println("enter the value of CHEMICAL COMPOSITION ");
double C=sc.nextDouble();
ck.chemical_composition(C);
break;
case 3:System.out.println("enter the value of PRESSURE");
double P=sc.nextDouble();
ck.pressure(P);
break;
default:break;
}
}

    }

}
```