1. Write a Java program using the `switch` statement that will prompt the user to enter a sport (as a string), and will display the number of people needed to form a team based on the table below:

Sport	***No. in Team***
Tennis, Badminton	1
Basketball	5
Hurling, Gaelic Football	15
Soccer	11
Any other string	Unknown sport

2. Write a Java program that will ask the user to enter the day of the week as a number (1 represents Monday, 2 represents Tuesday, 7 represents Sunday etc.), and display one of the following based on the number entered:
   - the day it represents if it is a weekday,
   - "`The weekend is here!`" if it is a Friday, Saturday or Sunday,
   - "`Incorrect Day`" if it is any other day (outside the 1 to 7 range).

   Sample output:

```
Enter a day [1 to 7] : 1
The day is Monday
```

```
Enter a day [1 to 7] : 6
The weekend is here!
```

3. The following table shows the percentage commission a salesman can earn from the sales of four products

Code	***Commission***
1	5%
2	20%
3	10%
4	5%

   Write a program, using a *switch* statement, to input a *product code* and an *amount sold*. The program will then display the *commission* earned by the salesman. Your program should deal with invalid sales codes.

4. Write a program that will read in three temperatures. The program will then calculate the average of the three temperatures before displaying one of the following messages, depending on the average temperature.

   FREEZING, if the average temperature is less than 0.
   COLD, if the average temperature lies between 1 and 9.
   MODERATE, if the average temperature lies between 9 and 16.
   WARM, if the if the average exceeds 16