Intro to Java Week 2 Coding Assignment

Points possible: 70

Category	Criteria	% of Grade
Functionality	Does the code work?	25
Organization	Is the code clean and organized? Proper use of white space, syntax, and consistency are utilized. Names and comments are concise and clear.	25
Creativity	Student solved the problems presented in the assignment using creativity and out of the box thinking.	25
Completeness	All requirements of the assignment are complete.	25

Instructions: In Eclipse, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed. Take screenshots of the code and of the running program (make sure to get screenshots of all required functionality) and paste them in this document where instructed below. Create a new repository on GitHub for this week's assignments and push this document, with your Java project code, to the repository. Add the URL for this week's repository to this document where instructed and submit this document to your instructor when complete.

Coding Steps:

1. What do each of the following Boolean expressions evaluate to?

Boolean Expression	Answer
true && false	false
true false	true
false && false	false
true && (false true)	true
false (true && false)	false
false 1 < 5	true
5 >= 4 && 1 > 3	false
10 < 4 1 > 4	false
12 >= 2 && 1 < 24	true
"Hello".charAt(0) == 'h'	false

- 2. In Eclipse, create the following Boolean variables and choose what values they hold:
 - a. isHotOutside
 - b. isWeekday
 - c. hasMoneyInPocket
- 3. Create the following variables (not boolean type, choose the best data type for the variable):
 - a. costOfMilk
 - b. moneyInWallet
 - c. thirstLevel (how thirsty you are on a scale of 1-10)
- 4. Using the variables you created above and Boolean operators, create variables for the following scenarios:
 - a. shouldByIcecream this should be true if it is hot outside and there is money in your pocket
 - b. willGoSwimming this should be true if it is hot outside and it is not a weekday
 - c. isAGoodDay this should be true if it is hot outside, there is money in your pocket, and it is not a weekday
 - d. willBuyMilk this should be true if it is hot outside, and thirstLevel is greater than or equal to 3, and moneyInWallet is greater than or equal to 2 times the cost of milk.

Example: If I had the variables is Weekday and is Summer and I was going to create a variable is School Day, I would do something like the following:

boolean isSchoolDay = isWeekday &&!isSummer;

- 5. Create a new class called Loops. In the main method of this class, create the following loops with any variables you feel are needed:
 - a. A while loop that prints all even numbers from 0 to 100
 - b. A while loop that prints every 3rd number going backwards from 100 until we reach 0
 - c. A for loop that prints every other number from 1 to 100
 - d. A for loop that prints every number from 0 to 100, but if the number is divisible by 3, it prints "Hello" instead of the number, and if the number is divisible by 5, it prints "World" instead of the number, and if it is divisible by both 3 and 5, it prints "HelloWorld" instead of the number.

Screenshots of Code:

```
🗋 Loops.java 🔀 📮 Console
                                package com.lisasmith.week2;
                                                     public static void main(String[] args) {
    // TODO Auto-generated method stub
                                                                    // Requirement 2
// Boolean variables assigned values boolean isHotOutside = true; boolean isWeekDay = false; boolean hasMoneyInPocket = true;
                                                                        System.out.print("Is today a week day? ");
if (isWeekDay) {
    System.out.println("Yes");
} else {
    System.out.println("No");
}
                                                                           System.out.print("Do I have money in my pocket? ");
if (hasMoneyInPocket) {
    System.out.println("Yes");
} else {
    System.out.println("No");
}
                                                                                 System.out.println();
System.out.println();
                                                                             // Requirement 3 // Variables with appropriate data types and values double costOfMilk = 2.99; double moneyInWallet = 40.00; byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to a scale from 1-10 byte thirstlevel = 2; // Restricted to 
                                                                        // Printing out the Requirement 3 variables
// showing chosen values for each variable
System.out.printin("sequirement 87);
System.out.printin("sequirement 87);
System.out.printin("sequirement 87);
System.out.printin("sequirement 87);
System.out.printin("sequirement 97);
System.out.printin();
System.out.printin();
🗋 Loops.java 🔀 📮 Console
                                                                             // Requirement 4
// Req
    boolean willBuyMilk = isintOdutside && thirstLevel b = 3 && (moneyInMallet b = (2 * costOfMilk));

// Based on now boolean variables, print the answer to each of the following
// guestions:
// print either "Yes" or "No" depending on the value of the new booleans.
System.out.println("Rew Boolean Variables & \"Yes\" or \"No\" based on the boolean statements:");
System.out.println("Now Boolean Variables & \"Yes\" or \"No\" based on the boolean statements:");
System.out.println("Now boolean Variables & \"Yes\" or \"No\" based on the boolean statements:");

System.out.println("No");

**Les** {

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                                                                               }
System.out.println();
                                                                           System.out.print("Will we go swimming? ");
if (willGoSwimming) {
   System.out.println("Yes");
} else {
   System.out.println("No");
                                                                                 }
System.out.println();
                                                                             System.out.print("Is today a good day? ");
if (isAGoodDay) {
   System.out.println("Yes");
} else {
   System.out.println("No");
}
                                                                               }
System.out.println();
                                                                           System.out.print("Will we buy milk? ");
if (willBuyMilk) {
   System.out.println("Yes");
} else {
   System.out.println("No");
}
                                                                                 }
System.out.println();
System.out.println();
                                                                             // Requirement 5.
// Using loops to print out a variety of different requirements
                                                                               System.out.println("Requirement #5");
System.out.println("-----");
                                                                             // Requirement 5a. 
// Create a while loop that prints all even numbers from 0 to 100.
                                                                                 System.out.println("Requirement #5a");
System.out.println("Print all EVEN numbers from 0 to 100:");
System.out.println("-----");
                                                                               int counter = 0;
while (counter <= 100) {
   if (counter % 2 == 0) {
      System.out.print(counter + " ");
}</pre>
                                                                                                  counter++;
                                                                               // Requirement 5b. 
// Create a while loop that prints every third number going backwards from 100 
// until we reach 0.
                                                                               System.out.println("Requirement #5b");
System.out.println("Print every third number going backwards from 100 until we reach 0:");
System.out.println("".");
"1:
                                                                             int backwardscounter = 100;
while (backwardscounter >= 0) {
    Systen.out.print(backwardscounter + " ");
    backwardscounter = backwardscounter - 3;
}
                                                                                 System.out.println();
System.out.println();
```

Screenshots of Running Application:

```
Loops.java
                                                      ■ Console X
  <terminated> Loops [Java Application] /Library/Java/JavaVirtualMachines/jdk1.8.0_261.jdk/Contents/Home/bin/java
 Week 2 Coding Assignment
Requirement #1
Boolean Expressions & their results:
 true & false: false
true || false: true
false & false: false
true || false: true
false & false: false
true & false: false
true & false || true): true
false || true & false||: false
false || true & false||:
false || 1-5: true
false || 2-5: true
false || 2-5: true
false || 3-5: false
10-4 & 56: 13-4: false
12-2 & 65: 12-4: true
"Hello".charAt(0) == 'h': false
  Requirement #2
Boolean Variables & "Yes" or "No" based on their values:
 Is it Hot Outside? Yes
Is today a week day? No
Do I have money in my pocket? Yes
  Requirement #3
Declared variables & their assigned values:
 The cost of milk is $2.99.
I have $40.00 in my wallet.
On a scale from 1 to 10, my level of thirst is at a 2.
 Requirement #4
New Boolean Variables & "Yes" or "No" based on the boolean statements:
  Should we buy Ice Cream? Yes
 Will we go swimming? Yes
 Is today a good day? Yes
 Will we buy milk? No
 Requirement #5a
Print all EVEN numbers from 0 to 100:
 0 2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50 52 54 56 58 60 62 64 66 68 70 72 74 76 78 80 82 84 86 88 90 92 94 96 98 100
 Requirement #5b Print every third number going backwards from 100 until we reach 0:
  1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49 51 53 55 57 59 61 63 65 67 69 71 73 75 77 79 81 83 85 87 89 91 93 95 97 99
 Requirement #5d
Print every number from 0 to 100 with the following rules:
If the number is divisible by 3 and 5, print 'HelloWorld'.
If the number is divisible by 3, print 'Hello'.
If the number is divisible by 5, print 'World'.
Otherwise, print the number.
 0 1 2 Hello 4 World Hello 7 8 Hello World 11 Hello 13 14 HelloWorld 16 17 Hello 19 World Hello 22 23 Hello World 26 Hello 28 29 HelloWorld 33 32 Hello World 41 Hello 34 44 HelloWorld 43 32 Hello World 41 Hello 43 44 HelloWorld 46 47 Hello 49 World Hello 52 53 Hello World 56 Hello 58 59 HelloWorld 61 62 Hello 64 World Hello 67 68 Hello World 71 Hello 73 74 HelloWorld 76 77 Hello 79 World Hello 82 83 Hello World 66 Hello 88 89 HelloWorld 91 92 Hello 49 World Hello 87 97 88 Hello World 68
```

URL to GitHub Repository:

https://github.com/sw-dev-lisa-s-nh/IntroToJava-week2