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**Code with positive value:**

**import** java.util.Scanner;

**public** **class** Single\_selection {

**public** **static** **void** main(String[] args) {

// **TODO** Auto-generated method stub

//keyboard declaration

Scanner ME = **new** Scanner(System.***in***);

//variable declaration

**int** num;

//prompt user

System.***out***.println("Please enter a value");

//getting the num from the user

num = ME.nextInt();

System.***out***.println("the value entered is " + num);

**if**(num<0)

//body of the selection statement

System.***out***.println("The value entered is negative");

System.***out***.println("this line is to end my code");

}//main

}//class

**Output:**

Please enter a value

24

the value entered is 24

this line is to end my code

**Code with negative value:**

**import** java.util.Scanner;

**public** **class** Single\_selection {

**public** **static** **void** main(String[] args) {

// **TODO** Auto-generated method stub

//keyboard declaration

Scanner ME = **new** Scanner(System.***in***);

//variable declaration

**int** num;

//prompt user

System.***out***.println("Please enter a value");

//getting the num from the user

num = ME.nextInt();

System.***out***.println("the value entered is " + num);

**if**(num<0)

//body of the selection statement

System.***out***.println("The value entered is negative");

System.***out***.println("this line is to end my code");

}//main

}//class

**Output:**

Please enter a value

-24

the value entered is -24

The value entered is negative

this line is to end my code