

Boolean & if statement & switch

Exercise 1:

Write a Java program to read a number to find its nature even or odd, for even displaying true and odd false. Use Boolean expression to solve this problem (don't use if statement).

Enter Number: 8

The above number is even of result true.

```
import java.util.Scanner;

public class boolean1 {

    public static void main(String[] args) {

        Scanner in = new Scanner (System.in);

        System.out.println("Enter number:");

        int number=in.nextInt();

        boolean x= (number%2==0);

        System.out.println(x);

    }

}
```

Exercise 2: using if statement

Write in java a class called **Grade**. The Student class will have three data members: name (a String), mark (an int), and grade (a char).

Create a class with a main method named **GradeTest** to test your **Grade** class. Your program should:

Create one Student object, prompt the user to enter their name and mark then calculate and display the corresponding grade.

Grade	Mark	
	From	to
A	90	100
B	80	89
C	70	79
D	60	69
F	0	59

Grade
+ name : String
+ mark : int
+ grade : char

```
public class Grade {  
    public String name;  
    public int mark;  
    public char grade;  
}  
  
*****  
  
import java.util.Scanner;  
  
public class GradeTest {  
    public static void main(String[] args) {  
        Scanner in=new Scanner(System.in);
```

```
Grade read= new Grade();

System.out.println("Enter student mark:");

read.mark = in.nextInt();

if (read.mark>=90 && read.mark<=100)

    read.grade= 'A';

else

    if (read.mark >=80 && read.mark<90)

        read.grade= 'B';

    else

        if (read.mark >=70 && read.mark<80)

            read.grade= 'C';

        else

            if (read.mark >=60 && read.mark<70)

                read.grade= 'D';

            else

                if (read.mark >=0 && read.mark<60)

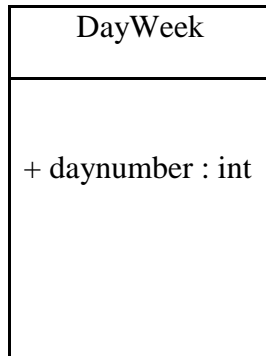
                    read.grade= 'F';

System.out.println("Grade=" +read.grade);

} }
```

Exercise 3:

Write in java a class called **Day**. The **Day** class will have two data members:
daynumber (an int), nameday (a String).



Create a class with a main method named **DayTest** to test your **Day** class. Your program should:

Display the name of the day of week for a given number of the day of week entered by the user.

```
public class Day {  
    public int daynumber;  
}  
  
*****  
  
import java.util.Scanner;  
  
public class DayTest {  
    public static void main(String[] args) {  
        Scanner in=new Scanner (System.in);  
        Day read = new Day();  
        System.out.println("Enter day number:");  
        read.daynumber= in.nextInt();  
    }  
}
```

```
switch (read.daynumber){  
    case 1: System.out.println("Saturday");break;  
    case 2: System.out.println("Sunday");break;  
    case 3: System.out.println("Monday");break;  
    case 4: System.out.println("Tuesday");break;  
    case 5: System.out.println("Wednesday");break;  
    case 6: System.out.println("Thursday");break;  
    case 7: System.out.println("Friday");break;  
    default: System.out.println("Error");  
}  
}
```
