

CMPSC 111
Introduction to Computer Science I
Fall 2013
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Recitation 5
26–27 September 2013
Due in Sakai by midnight
“Checkmark” grade

Summary

Practice with `if` statements: Create a trivia quiz.

Try an Example

Download the file “`Trivia.java`” from the course Web page (<http://cs.allegheny.edu/~rroos/cs111f2013>), compile it, and run it.

This is what your program is supposed to do! (However, you will make up your own quiz questions!)

Study the Example

Look inside the `Trivia.java` file and first observe the familiar things: a variable named `scan` for reading input using `scan.nextInt()`; print statements prompting the user to enter values; etc.

Now look at what’s new: the `if-else` statements. Hopefully these are easy to understand. The general form is:

```
if ( ... some condition ... )
{
    ... one or more Java statements ...
}
else
{
    ... one or more Java statements ...
}
```

The “condition” can be very complex; for today, however, we’ll just consider very simple numerical comparisons. Here are examples of some conditions. Notice that we use two “=” to represent equality comparisons:

- `if (ans == 10) // see if ans is equal to 10`

- `if (ans > 0) // see if ans is greater than 0`
- `if (ans <= a*b) // see if ans is less than or equal to a*b`
- `if (ans != 4) // see if ans is not equal to 4`

Create your own quiz. If you adapt mine, *be sure to change all comments, etc., as appropriate*. Please make up your own questions!

Have fun!

Remember to `import java.util.Scanner` and to create a `Scanner` variable (named `scan`, but you can name it something else if you want); Output should be neat and make good use of white space and labeling.

At the end of the period, or by midnight of the day of your recitation, upload the file you just created (only the `.java` file, nothing else).

If you were unable to complete the exercise and have nothing to upload, please send me an email with the subject line “Recitation 5” and tell me what problems you encountered so that I can help you. (Actually, email me if you had any problems or questions, even if you uploaded something.)

General Guidelines for Recitation Sessions

- **Experiment!** Recitation sessions are for learning by doing without the pressure of grades or “right/wrong” answers. So try things! The best way to learn is by trying things out.
- **Submit *something*.** Your grade is just 0 or 1, depending on whether or not you attempt the work and upload something to Sakai.
- **Try to Finish During Class.** Recitation exercises are not intended to be the equal of laboratory assignments. If you are simply a slow typist, I’ve given you until the end of the day, but ideally you should upload a file, even a non-working one, by the end of the class period and be finished with it.
- **Help One Another!** If your neighbor is struggling and you know what to do, offer your help. Don’t “do the work” for them, but advise them on what to type or how to handle things.
- **Review the Honor Code policy on the syllabus.** Remember that you may discuss programs with others, but programs that are nearly identical to others will be taken as evidence of violating the Honor Code.