CSC 1051 - Lab 10

1. Download the example from Chapter 6 gradeReport.java and try it out.

2. Have you heard about grade inflation? Well, we now want to change the switch statement so that in BOTH the cases where the student has a grade in the 80s OR 90s, the same message appears (lower the threshold of all the other grades as well).

3. Add an extra message to differentiate the grades in the 90s, like this:

```java
    case 10:
        System.out.println ("a perfect score. Well done.");
        break;
    case 9:
        System.out.println ("great!");
    case 8:
        System.out.println ("well above average. Excellent.");
        break;
    case 7:
        System.out.println ("above average. Nice job.");
        break;
```

Note – NO break;

3. Use a switch statement to the Dog class, in the toString() method.

4. Add a switch statement to one of your previous projects. For example, if you designed a class for an alien in Project 7, and your alien had a variable specifying the number of eyes, you can use a switch statement to draw the eyes in different colors depending on the number of eyes:

```java
    switch (numEyes) {
        case 1:
            page.setColor(Color.red);
            break;
        case 2:
            page.setColor(Color.blue);
            break;
        case 3:
            page.setColor(Color.green);
            break;
        default:
            page.setColor(Color.black);
    }
```

5. Use the conditional operator in one of your previous projects.

6. Write a program that inputs a word from the user and prints it out in big letters using the bigA, bigB, ... classes that we created in Lab 8.