

Rules for identifiers

Begin with letter not a #

only letters, numbers & underscores

no reserved words (40 ish)

$*$	multiply	$>=$	greater than or equal
$-$	minus	$<=$	less than or equal to
$+$	plus	$\&\&$	and
$/$	divide	$ $	or
$\%$	modulus	$!$	not
$==$	is equal to		
$=$	equals		

```
System.out.println("hello");
```

```
JOptionPane.showMessageDialog("hello");
```

```
for (i = 1; i < 10; k++) {  
    System.out.println("hello");  
}
```

Write a program that asks for a mark 0-100 using a window.
Print out A B C D or F according to the table

0-49	F
50-64	D
65-79	C
80-89	B
90-100	A

Ask mark ✓
parse mark ✓
use ifs to decide grade
print grade

```

import javax.swing.JOptionPane;
public class gradeProgram {
    public static void main (String[] args) {
        String markString = JOptionPane.show
            InputDialog (null, "Enter mark");
        double mark = Double.parseDouble (markString);
        if (mark >= 0 && mark <= 49) {
            String grade = "F";
        }
        else if (mark >= 50 &&
            mark <= 64) {
            String grade = "D";
        }
        //
        JOptionPane (null, "You made
            an " + grade);
    }
}

```

2
4
6
8
10

```
for (i=2; i<=10; i=i+2){  
    System.out.println(i);  
}
```

Count to 100 using a loop

a) count by 1

b) count by 5 $i = i + 5$

```
for (i = 1; i <= 100; i++) {  
    System.out.println(i);  
}
```