CS 170 - Lab 09  
Branching & Decisions - Switch Statement

Introduction
The purpose of this lab is to introduce you to the **Switch** statement.

Notes
- For all programs the **header** from the template should be used.
- Attach a Word file including the “Pseudocode” of the algorithm and **screen shots** for running the programs.
- Add reasonable **comments** through all the program.
- All lab and homework classes should be grouped in **one project**.
- Make sure to follow the **naming convention** for the project name.

I. **Switch Statements**
- If you did not do that already, create a project for this week’s assignments following the naming convention that you used in the previous weeks.
- Create a class named “**SwitchErrors**”.
- Replace the code in the editor with the template contents, adding the following code below:

```java
public class SwitchErrors {
    public static void main(String[] args) {
        Scanner keyboard = new Scanner(System.out);
        System.out.println("Key: 1=blue, 2=red, 3=green");
        System.out.print("Enter a number and I'll return ");
        System.out.println(" the corresponding color. ");
        number = keyboard.nextInt();
        switch(number) {
            case 1:
                System.out.println("You choose red!");
                break;
            case 2:
                System.out.println("You choose blue!");
                break;
            case 3:
                System.out.println("You choose green!");
                default:
                    System.out.println("Color not available!");
                    break;
        }
    }
}
```

- The program evaluates an integer entered by the user and displays the color assigned to the integer.
- Compile the program.
- The program has several syntax and logic errors.
  - **Fix** the **syntax errors**, indicating their **type**, **location**, and **how** did you fix them.
- Does the program run as you expected?
- Locate and correct the **logical errors** in the program indicating their type, location, and how did you fix them.
- Make sure that the program compiles and runs correctly.
II. Day number to text

- **Write a program named “DayName”**
- Use the "**switch**" statement to write a program that accepts a number between 1 and 7 and then converts that to the day of the week.
- Add a provision that if the user enters any other number, an error message should be displayed.
- The following table has the values:

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Sunday</td>
</tr>
<tr>
<td>2</td>
<td>Monday</td>
</tr>
<tr>
<td>3</td>
<td>Tuesday</td>
</tr>
<tr>
<td>4</td>
<td>Wednesday</td>
</tr>
<tr>
<td>5</td>
<td>Thursday</td>
</tr>
<tr>
<td>6</td>
<td>Friday</td>
</tr>
<tr>
<td>7</td>
<td>Saturday</td>
</tr>
</tbody>
</table>

Sample Output: