

**COMP 110/L**  
**Fall 2022**

**Lecture 12 Handout**

1.) Consider the following method, which uses `switch`:

```
public static void usesSwitch(int x) {  
    switch (x) {  
        case 2:  
            System.out.println("two");  
        case 1:  
            System.out.println("one");  
        case 7:  
            System.out.println("seven");  
        case 6:  
        case 4:  
            System.out.println("six");  
        case 5:  
            System.out.println("five");  
        default:  
            System.out.println("default");  
    }  
}
```

1.a) Write the output of `usesSwitch(7)`.

1.b) Write the output of `usesSwitch(3)`.

1.c) Write the output of `usesSwitch(4)`.

2.) Consider the following method, which uses `switch` with `break`:

```
public static void usesSwitchWithBreak(int x) {
    switch (x) {
        case 1:
            System.out.println("one");
            break;
        case 2:
            System.out.println("two");
            break;
        default:
            System.out.println("default");
    }
}
```

2.a) Write the output of `usesSwitchWithBreak(2)`.

2.b) Write the output of `usesSwitchWithBreak(3)`.

3.) You're writing a game that plays rock/paper/scissors. As part of this, you have generated a random number between 0 and 2 (inclusive). 0 corresponds to "rock", 1 corresponds to "paper", and 2 corresponds to "scissors". Write a method named `numberToGameChoice` below that takes this number and returns its corresponding `String`, using `switch`. The signature has been provided.

```
public static String numberToGameChoice(int number) {
```