Logic-1: in1To10

Given a number n, return true if n is in the range 1..10, inclusive. Unless outsideMode is true, in which case return true if the number is less than or equal to 1, or greater than or equal to 10.

```
public boolean in1To10(int n, boolean outsideMode) {

}
```

Step 1
As usual, declare a variable of the same type as the return type of the method.
Call the variable **inRange**.
Initialize **inRange** to false.

```
public boolean in1To10(int n, boolean outsideMode) {
  boolean inRange = false;
  return inRange;
}
```

Step 2
However, the question asks us to return true if n is between 1-10 (*return true if n is in the range 1..10, inclusive*).

```
public boolean in1To10(int n, boolean outsideMode) {
  boolean inRange = false;
  if (1 <= n && n <= 10) {
    inRange = true;
  }
  return inRange;
}
```

Step 3
However, this only works if outsideMode is false (!outsideMode). When *outsideMode is true, … return true if the number is less than or equal to 1, **or** greater than or equal to 10*.

```
public boolean in1To10(int n, boolean outsideMode) {
  boolean inRange = false;
  if (!outsideMode) {
    if (1 <= n && n <= 10) {
      inRange = true;
    }
  }
  if (outsideMode) {
    if (n <= 1 || 10 <= n) {
      inRange = true;
    }
  }
  return inRange;
}
```