

## Logic-1 Basics: isSchoolDayC

Given a number in the range 1-7 that represents a day of the week (1=Sunday, 2=Monday, etc.), return the number 1 if the day is M-F, otherwise return the number 0 if it's the weekend.

```
public int isSchoolDayC(int day) {  
}
```

### Step 1

Declare a **variable of the same type** as the **return type of the method**, in this case **int**. Choose a variable name that makes sense in terms of what question the method is answering. Typically, initialize the variable to a negative/no answer – in this case **0**, when the **day** is NOT a school day.

```
public int isSchoolDayC(int day) {  
    int schoolDay = 0;  
}
```

### Step 2

Return the variable.

You can now press the GO button and see how the method runs. Notice that – as written so far – it always returns **0**.

```
public int isSchoolDayC(int day) {  
    int schoolDay = 0;  
    return schoolDay;  
}
```

### Step 3

Add an if statement, leaving the condition inside the parentheses unspecified for the moment. In the body of the if statement, set the return variable to the "positive" value when the condition will be true, in this case **1**, when the **day** is a school day.

```
public int isSchoolDayC(int day) {  
    int schoolDay = 0;  
    if () {  
        schoolDay = 1;  
    }  
    return schoolDay;  
}
```

### Step 4

Fill in the condition that returns **1** if **day** is a school day (*return the number 1 if the day is M-F, otherwise return the number 0 if it's the weekend*). Press GO to make sure the program runs.

```
public int isSchoolDayC(int day) {  
    int schoolDay = 0;  
    if (2 <= day && day <= 6) {  
        schoolDay = 1;  
    }  
    return schoolDay;  
}
```