

Candy Crush

Efficiency



```
System.out.println ("Bonus Candies!");
int pts = IBIO.inputInt ("How many points? ");
if (pts >= 0 && pts <= 100)
{
    System.out.println ("Jelly Fish for YOU!");
    System.out.println ("Congrats on your Jelly Fish!!");
}
if (pts > 100 && pts <= 200)
{
    System.out.println ("Coconut Wheel for YOU!");
    System.out.println ("Congrats on your Coconut Wheel!!");
}
if (pts > 200)
{
    System.out.println ("Wrapped Candy for YOU!");
    System.out.println ("Congrats on your Wrapped Candy!!");
}
```



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System.out.println ("Bonus Candies!");
int pts = IBIO.inputInt ("How many points? ");
if (pts >= 0 && pts <= 100)
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    System.out.println ("Congrats on your Jelly Fish!!");
}
else if (pts > 100 && pts <= 200)
{
    System.out.println ("Coconut Wheel for YOU!");
    System.out.println ("Congrats on your Coconut Wheel!!");
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}
```



Remove Boolean
expression

```
System.out.println ("Bonus Candies!");
int pts = IBIO.inputInt ("How many points? ");
if (pts >= 0 && pts <= 100)
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    System.out.println ("Congrats on your Jelly Fish!!");
}
else if (pts > 100 && pts <= 200)
{
    System.out.println ("Coconut Wheel for YOU!");
    System.out.println ("Congrats on your Coconut Wheel!!");
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{
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    System.out.println ("Congrats on your Wrapped Candy!!");
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int pts = IBIO.inputInt ("How many points? ");
if (pts <= 100)
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    System.out.println ("Jelly Fish for YOU!");
    System.out.println ("Congrats on your Jelly Fish!!");
}
else if (pts <= 200)
{
    System.out.println ("Coconut Wheel for YOU!");
    System.out.println ("Congrats on your Coconut Wheel!!");
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else
{
    System.out.println ("Wrapped Candy for YOU!");
    System.out.println ("Congrats on your Wrapped Candy!!");
}
```



Simplify BEx.

```
System.out.println ("Bonus Candies!");
int pts = IBIO.inputInt ("How many points? ");
if (pts <= 100)
{
    System.out.println ("Jelly Fish for YOU!");
    System.out.println ("Congrats on your Jelly Fish!!");
}
else if (pts <= 200)
{
    System.out.println ("Coconut Wheel for YOU!");
    System.out.println ("Congrats on your Coconut Wheel!!");
}
else
{
    System.out.println ("Wrapped Candy for YOU!");
    System.out.println ("Congrats on your Wrapped Candy!!");
}
```



```
System.out.println ("Bonus Candies!");
int pts = IBIO.inputInt ("How many points? ");
String bonus = "candy";
if (pts <= 100)
    bonus = "Jelly Fish";
else if (pts <= 200)
    bonus = "Coconut Wheel";
else
    bonus = "Wrapped Candy";

System.out.println (bonus + " for YOU!");
System.out.println ("Congrats on your " + bonus + "!!!");
```




```
System.out.println ("Bonus Candies!");  
int pts = IBIO.inputInt ("How many points? ");  
String bonus = "candy";  
if (pts <= 100)  
    bonus = "Jelly Fish";  
else if (pts <= 200)  
    bonus = "Coconut Wheel";  
else  
    bonus = "Wrapped Candy";  
  
System.out.println (bonus + " for YOU!");  
System.out.println ("Congrats on your " + bonus + "!!!");
```



```
System.out.println ("Bonus Candies!");  
int pts = IBIO.inputInt ("How many points? ");  
String bonus = "Wrapped Candy";  
if (pts <= 100)  
    bonus = "Jelly Fish";  
else if (pts <= 200)  
    bonus = "Coconut Wheel";  
  
System.out.println (bonus + " for YOU!");  
System.out.println ("Congrats on your " + bonus + "!!!");
```

Put the default value
in the variable to start



```
System.out.println ("Bonus Candies!");
int pts = IBIO.inputInt ("How many points? ");
if (pts >= 0 && pts <= 100)
{
    System.out.println ("Jelly Fish for YOU!");
    System.out.println ("Congrats on your Jelly Fish!!");
}
if (pts > 100 && pts <= 200)
{
    System.out.println ("Coconut Wheel for YOU!");
    System.out.println ("Congrats on your Coconut Wheel!!");
}
if (pts > 200)
{
    System.out.println ("Wrapped Candy for YOU!");
    System.out.println ("Congrats on your Wrapped Candy!!");
}
```

```
System.out.println ("Bonus Candies!");
int pts = IBIO.inputInt ("How many points? ");
String bonus = "Wrapped Candy";
if (pts <= 100)
    bonus = "Jelly Fish";
else if (pts <= 200)
    bonus = "Coconut Wheel";

System.out.println (bonus + " for YOU!");
System.out.println ("Congrats on your " + bonus + "!!");
```

Summary

- Make else ifs.
- Reduce Boolean Expressions.
- Move common elements outside if. Use a variable to fill it in.
- Make the default value the first variable value.