

ClosestValue.java

```

1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Scanner;
5 public class ClosestValue {
6
7     public static final int SIZE = 5;
8     public static final double PRICE = 5.97;
9     public static void main(String[] args) {
10         Scanner keyboard = new Scanner(System.in);
11         double[] prices = new double[SIZE];
12         System.out.println("Welcome to the Closest without going over game!\nGuess the price of
13 Shaq-Fu");
14         for(int i=0;i<prices.length;i++)
15         {
16             System.out.println("Contestant "+i+" enter a non-negative price!");
17             double newPrice = keyboard.nextDouble();
18             if(newPrice >= 0.0)
19             {
20                 prices[i] = newPrice;
21             }
22             else
23             {
24                 System.out.println("That price is invalid! Assigning it to $0.00");
25                 prices[i] = 0.0;
26             }
27         }
28         System.out.println("The actual price is "+PRICE);
29
30         double closestPrice = -1.00;
31         int winnerIndex = -1;
32
33         for(int i=0;i<prices.length;i++)
34         {
35             if(prices[i] <= PRICE && prices[i] > closestPrice)
36             {
37                 closestPrice = prices[i];
38                 winnerIndex = i;
39             }
40         }
41         if(winnerIndex == -1)
42         {
43             System.out.println("No one wins.");
44         }
45         else
46         {
47             System.out.println("The winner is contestant "+winnerIndex+" with a guess of
48 "+closestPrice);
49         }
50 }
51

```