

**NOTE** you should be able to handle any coding but from warm up 7 ≠ logic that ★  
 ★ does not use strings. (although some of you have worked ahead which is fine. ★)

Java > Warmup - 1 > loneTeen  
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Note: only methods return things! they along  
 use reserved word "return".

We'll say that a number is "teen" if it is in the range 13..19 inclusive. Given 2 int values, return true if one or the other is teen, but not both.

loneTeen(13, 99) → true  
 loneTeen(21, 19) → true  
 loneTeen(13, 13) → false

test cases reveal more about what code is supposed to do. note: if both are 13 method returns false.

these are the specifications, Don't start until you understand them well.

type of method, what it returns.

... Save, Compile, Run

Show Solution

```
public boolean loneTeen(int a, int b) {
    if ((a>12 && a<20) && !(b>12 && b<20)) return true;
    if (!(a>12 && a<20) && (b>12 && b<20)) return true;
    return false;
}
```

note: since the two above stmts handle true cases and exit if true, this catches any other situations,

and returns false and exits or quits the method.

parameters of method, what is passed into the method. the data your code will use in its statements! (note: both are integers)

note: these two statements handle the cases where only 1 number should be "in teen range" method will return true and end. (leave/stop)

