

Tutorial 01

Primitive Types | Variables | Assignment

Exercise 1:

- ❑ What is the output of the following program?

```
public class HelloWorld {  
    public static void main(String[] args) {  
        System.out.println("Hi"); System.out.print("Welcome to  
CSC111.");  
        System.out.print("This is a great course.");  
        System.out.print(";)");  
    }  
}
```

Exercise 2:

- ❑ Define an int variable named x and assign it the value 8.
- ❑ Define an int variable named xyz and assign it the value 100.
- ❑ Define a String variable named hi_all and assign it the value “Hi all”. Use two separate statements for declaration and definition (assignment).
- ❑ Define a variable addResult of type double and assign it the value of adding variable xyz to x.

Exercise 3:

- ❑ What is wrong with the following statements (assume variables are defined when needed):

```
3 = x;  
Double my-var = 7.3;  
3 + x = y;  
y - x = z + x;  
System.out.println("x " x);
```

Exercise 4:

- ❑ What is the output of the following program? Can we improve output formatting?

```
public class HelloWorld {  
    public static void main(String[] args) {  
        int x = 10;  
        System.out.print("x" + x + ", ");  
        double y = 2.2;  
        y = y * x;  
        System.out.println("y: " + y);  
    }  
}
```