1. Which of the following types belongs to group of primitive data type and which belongs to the group of non - primitive data type?

Primitive - integer,byte,float,double

Non – primitive - string,array

1. Write code to output "Hello World".

String myMessage = "Hello World";  
System.*out*.println(myMessage);

1. Insert the missing part:

Single-line comments start with two forward slashes with no white spaces (//) and lasts till the end of line.

Multi-line comments start with a forward slash and an asterisk and the last **line** ends with an asterisk and a forward slash.

1. Inside the main() method insert a variable called text of type **String** and assign the value to it.Print the value of result using System.out.println().

public static void main(String[] args) {  
 String text = "Angelina";  
 System.*out*.println(text);

1. Create a variable of type **int** and assign the value to it.

int newestInt = 5;  
System.*out*.println(newestInt);

1. Create a variable of type **double** and assign the value to it.

double myDDouble = 22.5214d;  
System.*out*.println(myDDouble);

1. Create a variable of type **float** and assign the value to it.

float myFloat = 22.5f;  
System.*out*.println(myFloat);

1. Create a variable of type **char** and assign the value to it.

char mychr = 'A';  
System.*out*.println(mychr);

10.Create a variable of type **boolean** and assign the value to it.

boolean isAngelinaHere = true;  
System.*out*.println(isAngelinaHere);

11.Declare a variable of type int without assigning the value.

After declaring variable assign the value later.

Print the variable value.

int number;  
number = 10;  
System.*out*.println(number);

12 .Declare a variable of type int without assigning the value, assign the value later.

Assign a new value to an existing variable, to overwrite the previous value.

Print the variable value.

int number;  
number = 10;  
number = 13;  
System.*out*.println(number);

1. Create a variable of type int and assign the value to it.

Type casting - **convert** the int type to double type.

int number = 5;  
double A = (double) number;  
 System.*out*.println(A);

1. Create a variable of type double and assign a value to it.

**Convert** the double type to an int type.

double data = 4156.899;  
int A = (int)data;  
System.*out*.println(data);

1. Use the correct method to print the **length** of the txt string.

String txt = "Hello";

System.out.println(txt.length());

1. Convert the value of txt to **upper case**.

String txt = "Hello";

System.out.println(txt.toUpperCase());

1. Create two variables firstname and lastname of type string.

Use System.out.println method to print variables value but also use the correct operator to **concatenate** two strings.

String firstName = "Angelina";  
String lastName = "Stamatoska";  
System.*out*.println(firstName.concat(" ").concat(lastName));

1. Create two variables num3 and num4 of type int.

Use System.out.println method to print variables value but also use the correct operator to **concatenate** two int.

int num3 = 3;  
int num4 = 4;  
System.*out*.println("" + num3 + num4);

1. Return the **index** (position) of the first occurrence of **"e"** in the following string:

String txt = "Hello Everybody";  
System.*out*.println(txt.indexOf("e"));

1. Create two variables of type int. Call the variables num1 and num2. Set an initial value on both variables.

Create a third int variable, call it result and set its value equal to the sum of num1 and num2.

Print the result.

int num1;  
int num2;  
num1 = 5;  
num2 = 10;  
int result = num1 + num2;  
System.*out*.println(result);

The result Is 15.

1. Set an initial value to variables called x and y. Create variable called z, assign x - y to it, and display the result.

int x = 10;  
int y = 5;  
int z = x - y;  
System.*out*.println(z);

The result is 5.

1. Create three variables of the same type, by using a **comma-separated list.**

String name1 = "Angelina", name2 = "Frosina", name3 = "Marija";

1. Add the correct data type for the following variables:

Byte, short, integer x= 1;

Float num= 8.9f;

Char letter = 'A';

Boolean result = false;

String text = "Hello World";

1. Multiply 10 with 5, and print the result.

int x = 10;  
int y = 5;  
  
System.*out*.println(x \* y);

Or

int x = 10;  
int y = 5;  
int result = x \* y;  
  
System.*out*.println(result);

or you can print a message

String message = "The multiplication of 10 and 5 is: ";  
 System.*out*.println(message);  
int x = 10;  
int y = 5;  
int result = x \* y;  
  
System.*out*.println(result);

1. Divide 10 by 5, and print the result.

int x = 10;  
int y = 5;  
  
System.*out*.println(x / y);

or

int x = 10;  
int y = 5;  
int result = x / y;  
  
System.*out*.println(result);

you can print it with message

String message = "The division of 10 and 5 is: ";  
 System.*out*.println(message);  
int x = 10;  
int y = 5;  
int result = x / y;  
  
System.*out*.println(result);

1. Create variable of type int and assign value 10 to it.

Print the variable value increased by 1.

Or increase the value of the variable by 1 and after print the variable value.(use Increment Operator or Assignment Operator)

int number = 10;  
System.*out*.println(++number);

or Assignment Operator

int number = 10;  
System.*out*.println(number+=1);

1. Create variable of type int and assign value 10 to it.

Decrease the value of the variable by 1.(use Increment Operator or Assignment Operator).

After print the variable value.

int number = 10;  
System.*out*.println(--number);

or

int number = 10;  
System.*out*.println(number-=1);

1. Fill in the missing pats to print the result true:

int x = 10;

int y = 9;

int x = 10;  
int y = 9;  
System.*out*.println(x > y);  
System.*out*.println(x!=y);  
System.*out*.println(y < x);  
System.*out*.println(x > 5 || y > 10);  
System.*out*.println(x > 9 && y < 10);

1. Create a variable of type int that other can **not overwrite** her existing value.

Print the result.

final int finalInt = 10;  
System.*out*.println(finalInt);

1. Create variable of type int and assign negative value -20.

Use method to return the absolute (positive) value of variable.

int a = -20;  
System.*out*.println(a \* -1);  
System.*out*.println(Math.*abs*(a));