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4.3 Focus On

AP Comp Sci A

Exercise 2.6:

1. What is a variable in a program and how is it used?

A variable is an element that stores a value (string, boolean, double, etc.) at a particular address in the computer's memory (its value), primarily for later reference or use.

2. Describe the role of the assignment (=) operator in a program.

The assignment operator assigns a value to a variable. It can either be used when defining a variable, or later on to redefine/update the value of the given variable.

3. What is a Scanner object?

The Scanner object is an imported object, from the java.util (utilities) class, which parses text. In the case of the example it was reading keyboard inputs, in order to get data from the user.

4. Explain the difference between a variable of type double and a variable of type Scanner.

A double variable stores a double, or a decimal value, while a scanner variable stores a scanner object, which parses text.

5. Describe the difference between print and println, and give an appropriate example of the use of each.

The difference between print and println, is the newline (ln). This adds a newline after the statement that gets printed. For example,

→ println(“Hello World”);

Hello World

→...

On the other hand, the lack of the ln causes the next statement to be on the same line as the output. An example usage is when asking for user input. For example,

→ print(“What is your name: ”);

What is your name: → ...