

INTRODUCTION TO JAVA FOR NON-C PROGRAMMERS

LABS

- ❶ Write a program that creates variables to hold information about a dog. What datatypes would you use to store a name, weight, length of tail, and whether or not it's friendly?
(Solution: *Dog1.java*)
- ❷ Modify your solution to ❶ to assign a value to each variable. Print each variable out.
(Solution: *Dog2.java*)
- ❸ Write a program that declares and initializes two **int** variables: **big (2147483647)** and **bigger (big + 1)**. Print them both out and explain the results.
(Solution: *Overflow.java*)
- ❹ Write a program that declares and initializes three **char** variables: one each for your first, middle, and last initials. Use a **System.out.println()** statement to print "**Initials:** " followed by the values of the variables.
(Solution: *MI.java*)
- ❺ Modify your solution to ❹ to use Unicode escapes, rather than character literals, to initialize the variables. (Hint: Unicode for 'A' is '\u0041', 'Z' is '\u005A'.)
(Solution: *MIUnicode.java*)
- ❻ What happens if the **System.out.println()** statement contains only the three **char** variables, and not the string "**Initials:** " or anything else?
(Solution: *MIChars.java*)
- ❼ Write a program that creates an array of 12 **Strings**. Populate each member of the array with the name of a month. Print out the name of the month in which you were born.
(Solution: *MonthsArray.java*)