Fanka Shundovska

IntelliJ – JAVA Homework 1

In IntelliJ:
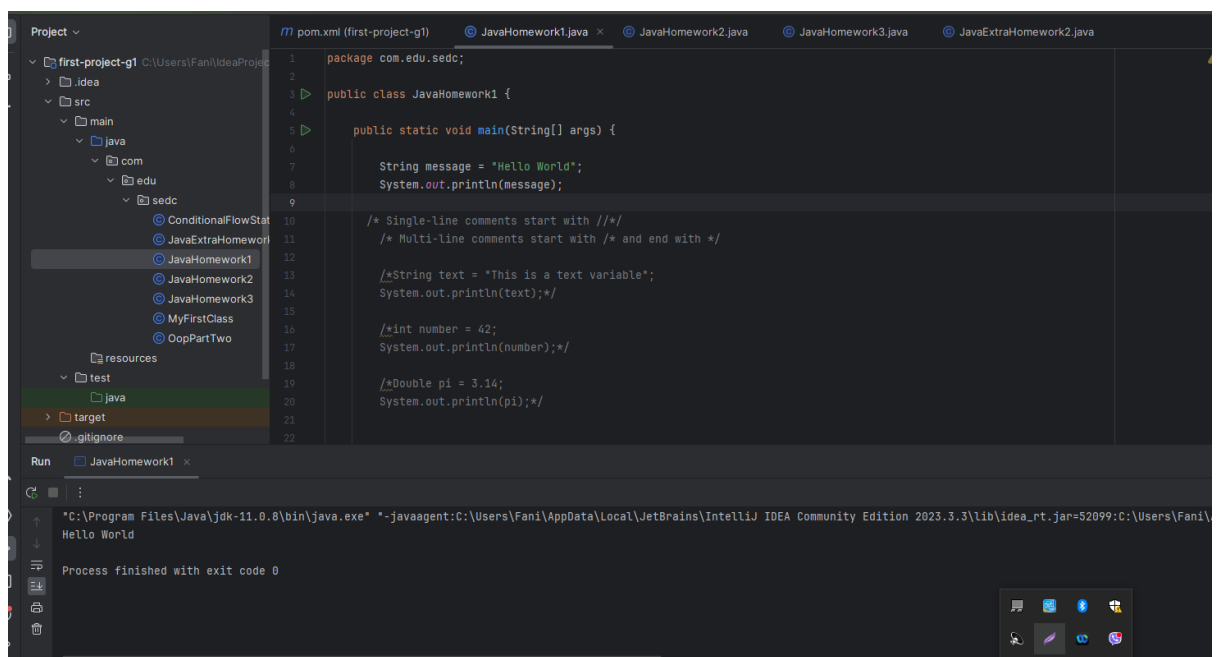
1. Write code to output "Hello World".

```java
package com.edu.sedc;

public class JavaHomework1 {

    public static void main(String[] args) {

        String message = "Hello World";
        System.out.println(message);
```


2. Insert the missing part:
- Single-line comments start with //
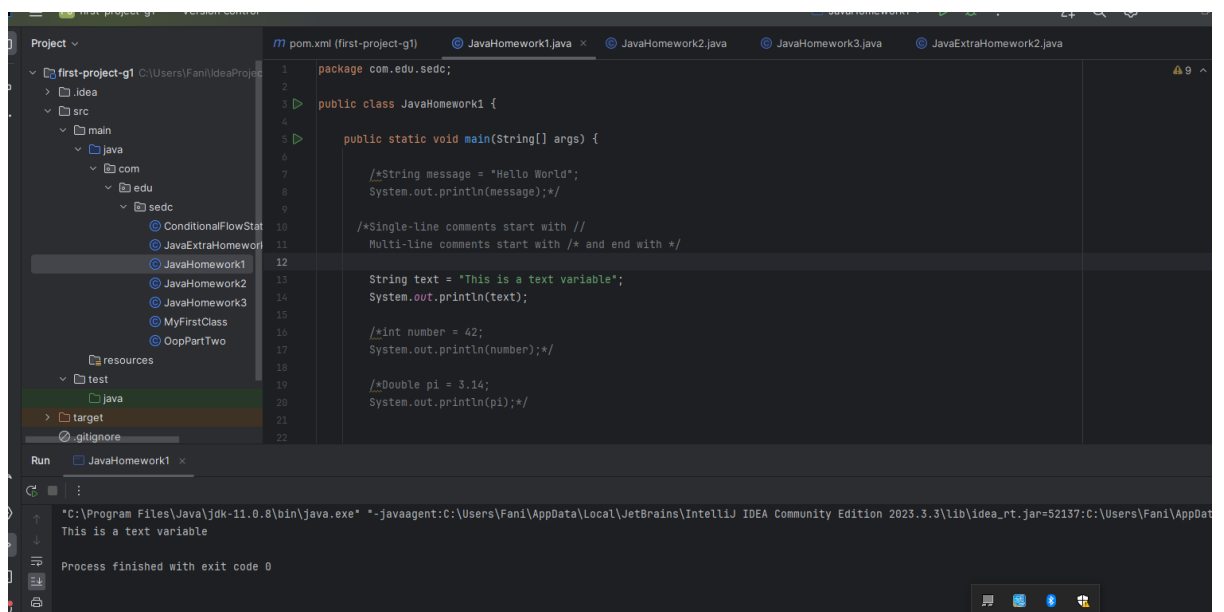- Multi-line comments start with /* and end with */.

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

```java
package com.edu.sedc;

public class JavaHomework1 {

    public static void main(String[] args) {

        String text = "This is a text variable";
        System.out.println(text);
```
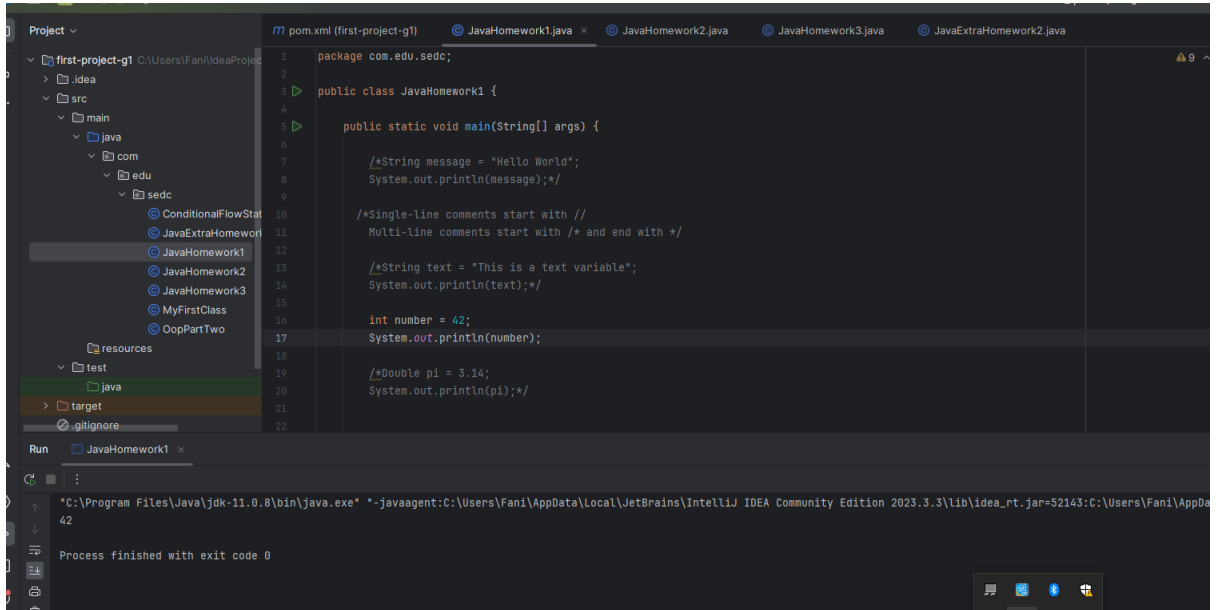

4. Create a variable of type int and assign the value to it.

```java
package com.edu.sedc;

public class JavaHomework1 {

    public static void main(String[] args) {

        int number = 42;
        System.out.println(number);
```

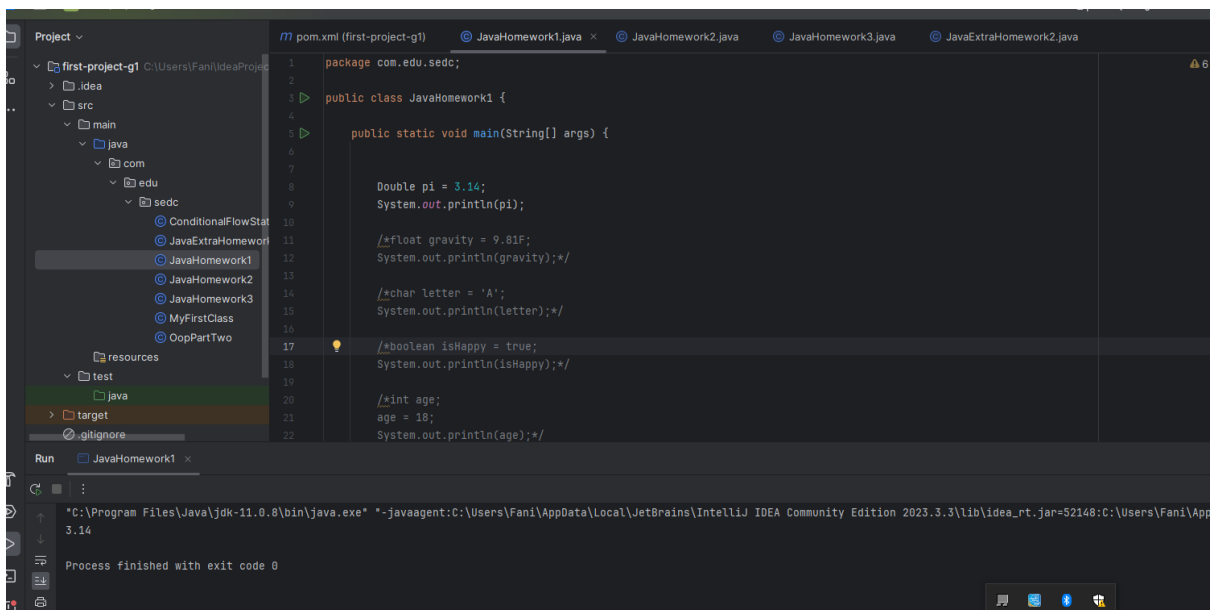5. Create a variable of type double and assign the value to it.

```java
package com.edu.sedc;

public class JavaHomework1 {

    public static void main(String[] args) {


        Double pi = 3.14;
        System.out.println(pi);
```
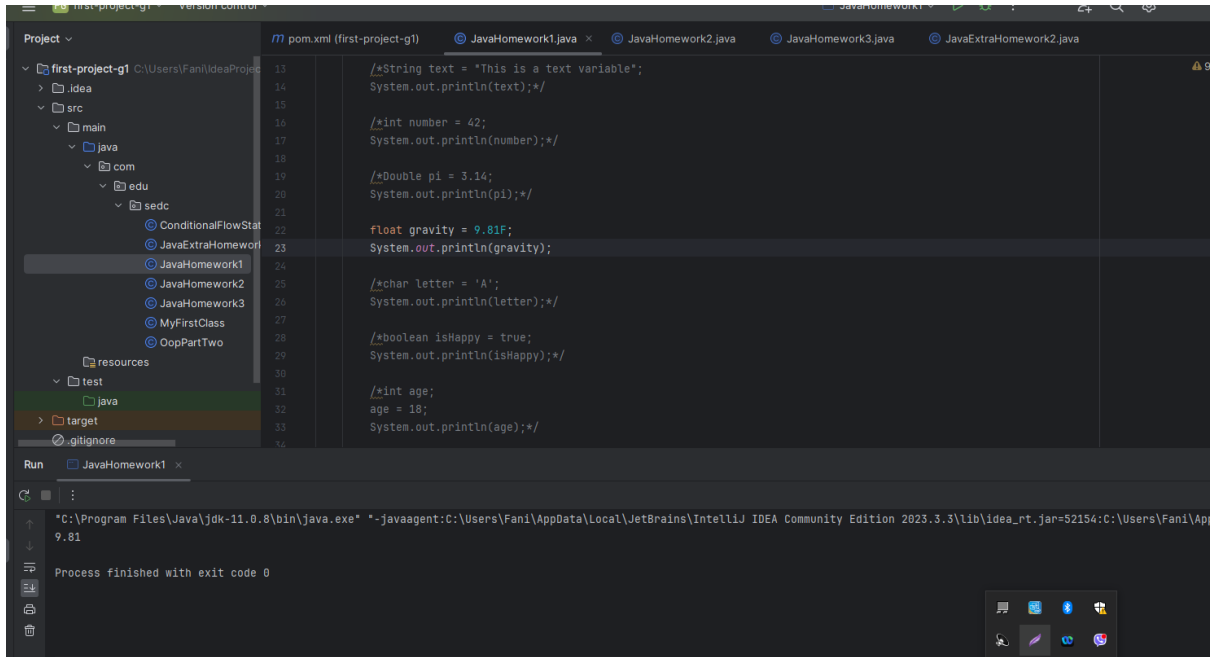
6. Create a variable of type float and assign the value to it.
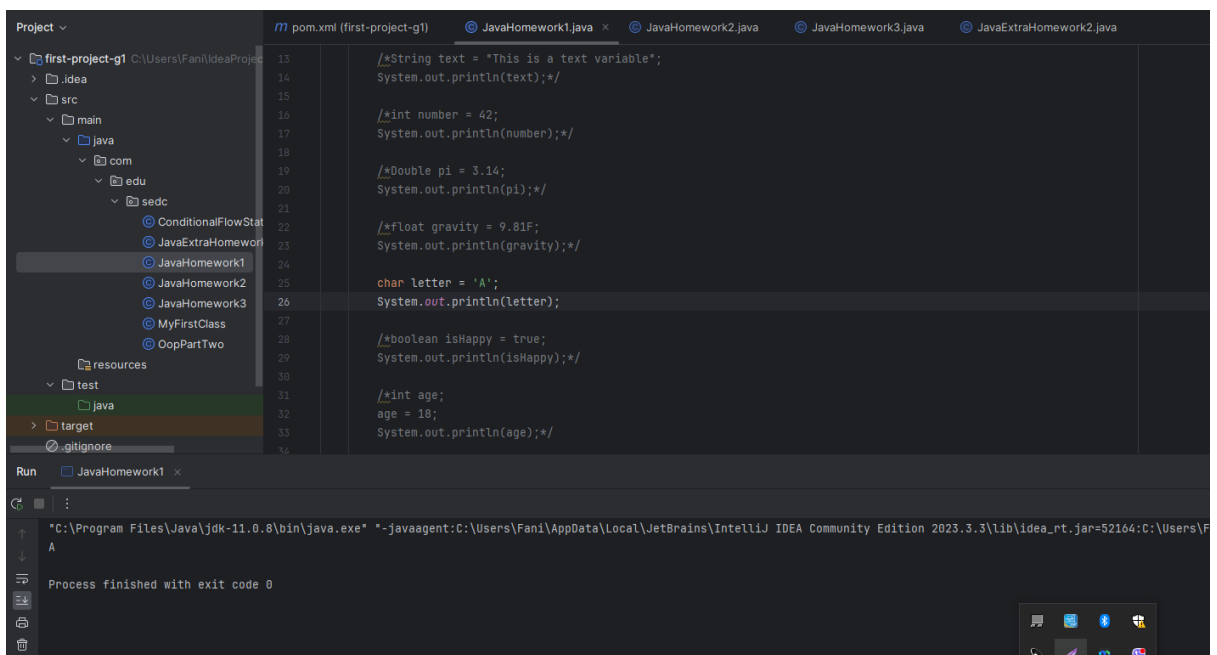
```
System.out.println(pi);*/

float gravity = 9.81F;
System.out.println(gravity);
```


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

```
char letter = 'A';
System.out.println(letter);
```
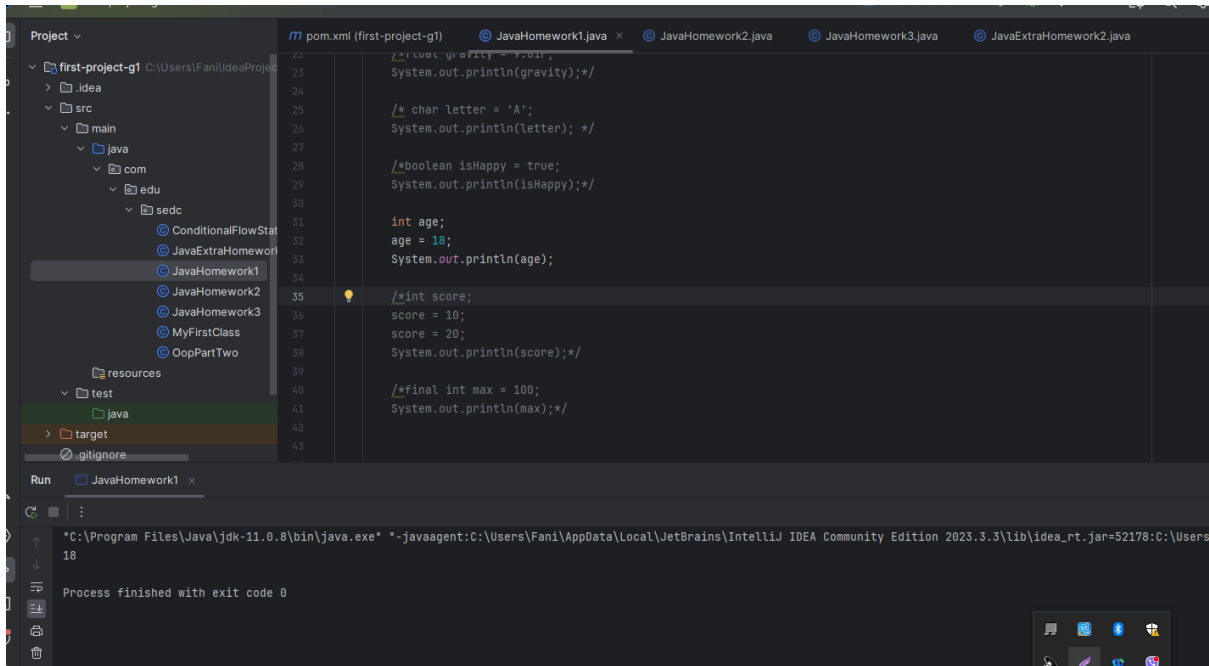
8. Create a variable of type boolean and assign the value to it.

```
boolean isHappy = true;
System.out.println(isHappy);
```
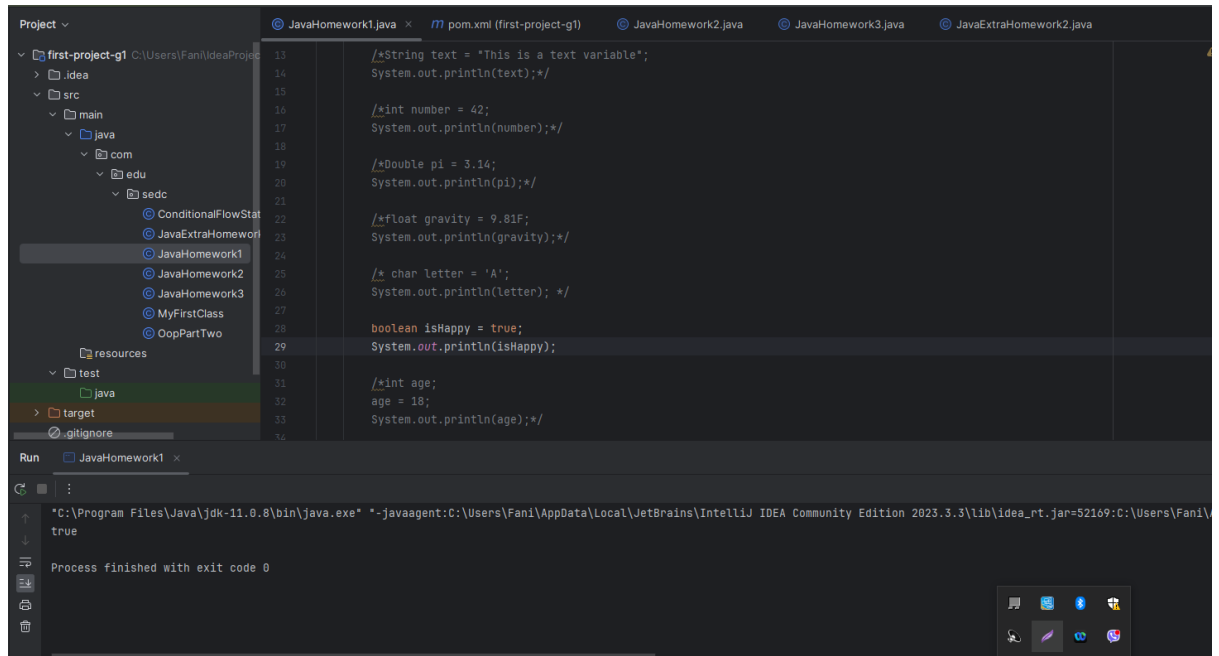

9. Declare a variable of type int without assigning the value.
- After declaring variable assign the value later.
- Print the variable value.

```
int age;
age = 18;
System.out.println(age);
```
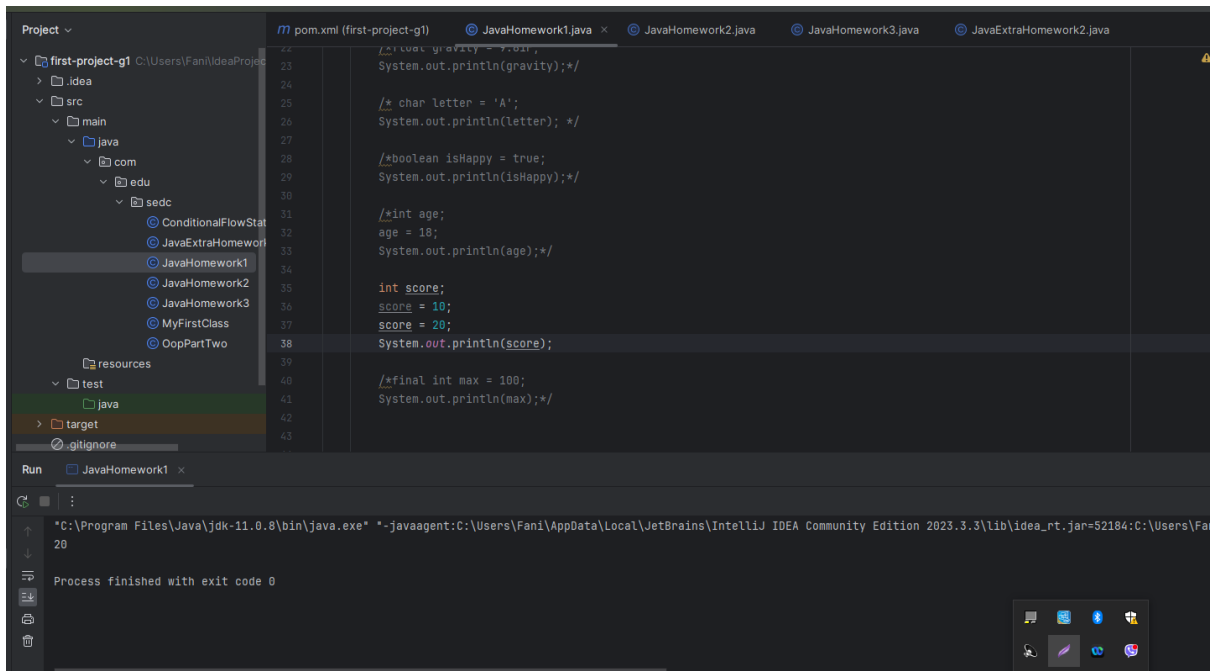
10. Declare a variable of type int without assigning the value, assign the value later.
- Assign a new value to an existing variable, to overwrite the previous value.
- Print the variable value.

```java
int score;
score = 10;
score = 20;
System.out.println(score);
```

11. Create a variable of type int that others can not overwrite her existing value.
-   Print the result.

```
final int max = 100;
System.out.println(max);
```