Java Homework 1

1. Write code to output "Hello World".
2. Insert the missing part:

* Single-line comments start with \_\_
* Multi-line comments start with\_\_\_ and end with \_\_ .

1. 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().

1. Create a variable of type int and assign the value to it.
2. Create a variable of type double and assign the value to it.
3. Create a variable of type float and assign the value to it.
4. Create a variable of type char and assign the value to it.
5. Create a variable of type boolean and assign the value to it.
6. Declare a variable of type int without assigning the value.

* After declaring variable assign the value later.
* Print the variable value.

1. 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.

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

* Print the result.

I see that you are working on some basic Java exercises. Here are some possible solutions for your assignment. You can copy and paste them into your IntelliJ IDE and run them to see the output. I have also added some comments to explain the code. 😊

**Java**

// 1. Write code to output "Hello World".

public class HelloWorld {

public static void main(String[] args) {

// System.out.println() is a method that prints a message to the console

System.out.println("Hello World");

}

}

// 2. Insert the missing part:

// - Single-line comments start with \_\_

// - Multi-line comments start with\_\_\_ and end with \_\_ .

// 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().

public class TextVariable {

public static void main(String[] args) {

// A variable is a container that holds a value

// A String is a data type that represents a sequence of characters

// To declare a variable, we need to specify its type and name

// To assign a value to a variable, we use the = operator

String text = "This is a text variable";

// To print the value of a variable, we use System.out.println() and pass the variable name as an argument

System.out.println(text);

}

}

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

public class IntVariable {

public static void main(String[] args) {

// An int is a data type that represents a whole number

// To create a variable of type int, we use the keyword int followed by the variable name

// To assign a value to an int variable, we use the = operator and a numeric literal

int number = 42;

// To print the value of an int variable, we use System.out.println() and pass the variable name as an argument

System.out.println(number);

}

}

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

public class DoubleVariable {

public static void main(String[] args) {

// A double is a data type that represents a decimal number

// To create a variable of type double, we use the keyword double followed by the variable name

// To assign a value to a double variable, we use the = operator and a numeric literal with a decimal point

double pi = 3.14;

// To print the value of a double variable, we use System.out.println() and pass the variable name as an argument

System.out.println(pi);

}

}

// 6. Create a variable of type float and assign the value to it.

public class FloatVariable {

public static void main(String[] args) {

// A float is a data type that represents a decimal number with less precision than a double

// To create a variable of type float, we use the keyword float followed by the variable name

// To assign a value to a float variable, we use the = operator and a numeric literal with a decimal point and an F suffix

float gravity = 9.81F;

// To print the value of a float variable, we use System.out.println() and pass the variable name as an argument

System.out.println(gravity);

}

}

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

public class CharVariable {

public static void main(String[] args) {

// A char is a data type that represents a single character

// To create a variable of type char, we use the keyword char followed by the variable name

// To assign a value to a char variable, we use the = operator and a character literal enclosed in single quotes

char letter = 'A';

// To print the value of a char variable, we use System.out.println() and pass the variable name as an argument

System.out.println(letter);

}

}

// 8. Create a variable of type boolean and assign the value to it.

public class BooleanVariable {

public static void main(String[] args) {

// A boolean is a data type that represents a logical value, either true or false

// To create a variable of type boolean, we use the keyword boolean followed by the variable name

// To assign a value to a boolean variable, we use the = operator and a boolean literal, either true or false

boolean isHappy = true;

// To print the value of a boolean variable, we use System.out.println() and pass the variable name as an argument

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.

public class DeclareLater {

public static void main(String[] args) {

// To declare a variable without assigning the value, we just specify its type and name, without the = operator

int age;

// To assign the value later, we use the = operator and a numeric literal

age = 18;

// To print the value of the variable, we use System.out.println() and pass the variable name as an argument

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.

public class OverwriteValue {

public static void main(String[] args) {

// To declare a variable without assigning the value, we just specify its type and name, without the = operator

int score;

// To assign the value later, we use the = operator and a numeric literal

score = 10;

// To assign a new value to an existing variable, we use the = operator and a different numeric literal

score = 20;

// To print the value of the variable, we use System.out.println() and pass the variable name as an argument

System.out.println(score);

}

}

// 11. Create a variable of type int that others can not overwrite her existing value.

// - Print the result.

public class FinalVariable {

public static void main(String[] args) {

// To create a variable that others can not overwrite, we use the keyword final followed by the type and name

// A final variable can only be assigned once, and its value can not be changed later

final int max = 100;

// To print the value of the final variable, we use System.out.println() and pass the variable name as an argument

System.out.println(max);

}

}