1:

Boolean on = true;

Int num = 3;

Double grade = 9.84;

Char grade = ‘A’;

String name = “Cameron”;

2:

Scanner scanner = new Scanner(System.in);

3:

= assigns a value to a variable

== makes something equal another value or could be used to compare values

.equals() check if that value is equal to another value

!= means not equals so can also be used to compare values

&& means “and” so it is used to compare values for two comparisons

|| means “or” it is also used to compare values for two comparisons

4:

Answer is 5

5:

The first statement is an entire if statement. The second one is the beginning of three if statements.

6:

String [] cities = {“Muncie”, “Chicago”, “ New York”};

System.out.println(“Number of elements:” + cities.length);

7:

for(int i = 0; i < cities.length; i++){  
 System.*out*.printf(cities[i]);  
}  
System.*out*.println();  
for(String name : cities){  
 System.*out*.println(name);  
}

8:

A while loop will check the condition then run the loop. A do while loop will run the loop atleast once.

9:

String input = "";  
Scanner scanner = new Scanner(System.*in*);  
while(!Objects.*equals*(input, "q")){  
 System.*out*.println("Name a movie and press q to quit.");  
 input = scanner.nextLine();  
}

10:

Converting a data type to another data type

11:

% is called modulus and it returns remainders. So it would return 1.

12:

public static void main(String[] args) {

}

13:

public class calculateArea {  
 public static void main(String[] args) {  
 double base = 0, height = 0;  
 Scanner scanner = new Scanner(System.*in*);  
  
 System.*out*.println("What is the base?");  
 base = scanner.nextDouble();  
 System.*out*.println("What is the height?");  
 height = scanner.nextDouble();  
 double area = ((base \* height) / 2);  
 System.*out*.printf("Your area is %f", area);  
  
 }  
}

14:

A class is a collection of objects while objects is a collection of instances.

15:

public class Employee {  
 String name;  
 String id;  
 double salary;  
 double bonus;  
 double raise;  
  
 public static void main(String[] args) {  
 Employee Employee = new Employee("Cameron", "13423", 23900.09, 50, 4);  
 }  
 public Employee(String name, String id, double salary, double bonus, double raise){  
 this.name = name;  
 this.id = id;  
 this.salary = salary;  
 this.bonus = bonus;  
 this.raise = raise;  
  
 }  
}

16:

“this” is used to access instance variables

17:

public class People {  
 private String name;  
 private int number;  
   
   
 public People(String name, int number){  
 this.name = name;  
 this.number = number;  
 }  
  
 public String getName() {  
 return name;  
 }  
  
 public void setName(String name) {  
 this.name = name;  
 }  
  
 public int getNumber(){  
 return number;  
   
 }  
 public void setNumber(int number){  
 this.number = number;  
 }  
 public void printInfo(){  
 System.*out*.println(name);  
 System.*out*.println(number);  
 }  
}

18:

public class Main {  
 public static void main(String[] args) {  
 People person = new People("Cameron", 5);  
 person.printInfo();  
 System.*out*.println(person.getName());  
 person.setName("Aidan");  
 System.*out*.println(person.getNumber());  
 person.setNumber(1);  
 person.printInfo();  
 }  
}

19:

Public variable or methods can be called anywhere

Private variables or methods can only be called in the class

Protected variables or methods can only be accessed in subclass. \*

Default variable or methods can only be accessed in the same package

20:

A folder for classes