

## Programming Basics – live exercises

### Characters and Strings

#### *Task 1: Characters*

- a) Declare three variables, each of which can be assigned a single letter. Then assign the following values to the variables:
  - 1. Upper case letter P
  - 2. Decimal value 80
  - 3. Unicode \u0050Afterwards, the variable contents should be output to the console. Which values are displayed?
- b) Specify a `for` loop that outputs all lower case letters (starting with a) of the ASCII table on the screen.
- c) Declare a variable `letter4` of the `char` data type, and assign the decimal value 49 to this variable. Check if it is a number, and if appropriate, output the text "Yes it is a number" to the console.
- d) Declare another variable of the `char` data type, and assign the lower case letter `a` to the variable. Then convert the letter to an upper case letter, and output it to the console.

#### *Task 2: Strings*

- a) Declare a variable of the type `String` and use it to refer to the string "Business Information Systems".
- b) Copy the fifth character from the string and save it temporarily. Then output the copied character to the console.
- c) Determine the length of the string from task (a), and first output the length of the string, and then all the characters one after the other, to the console.
- d) Convert the string object referenced in (a) to upper case letters and output the result.
- e) Split the string so that only the substring "Information Systems" is output.