



```
*** Rectangle App ***
Enter rectangle length: 7.5
Enter rectangle height: 10
Area of rectangle = 75.0
```

System.out.println("\*\*\* Rectangle App \*\*\*");

System.out.print("Enter rectangle length: ");

**ENTER length** 

System.out.print("Enter rectangle height: ");

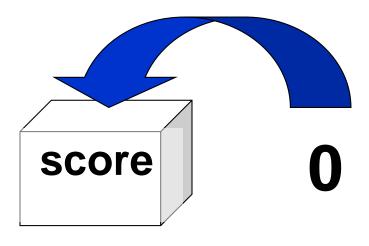
**ENTER height** 



#### **Assignments in Java**

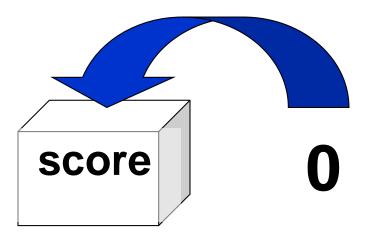






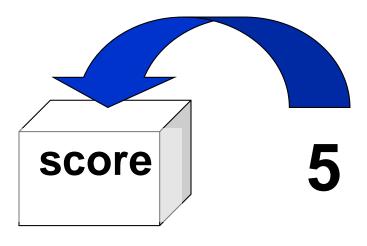
$$score = 0;$$





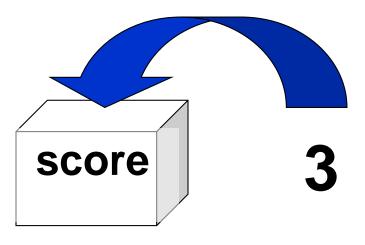
$$score = 0;$$



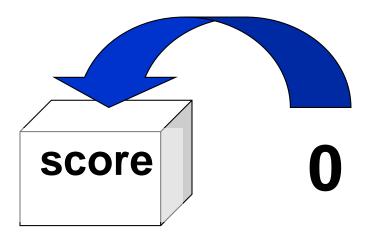


$$score = 5;$$



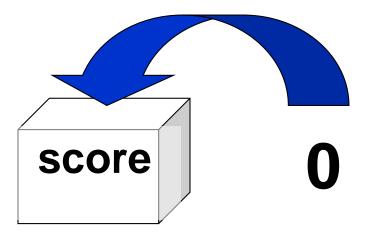






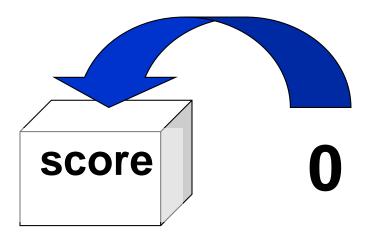
int score = 0;





int score;
score = 0;





int score = 0;





### Spot the error!

Activity

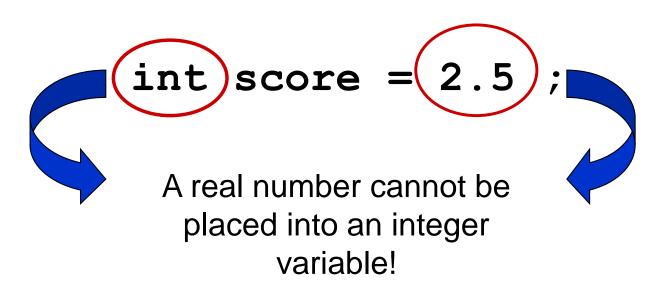
int 
$$score = 2.5$$
;





### Spot the error!

### Activity





# Assigning a character to a variable

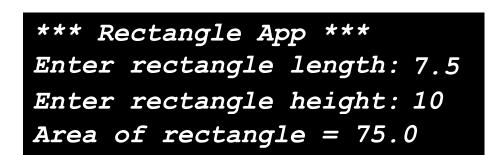




#### char level = 'A';







System.out.println("\*\*\* Rectangle App \*\*\*");

System.out.print("Enter rectangle length: ");

**ENTER length** 

System.out.print("Enter rectangle height: ");

**ENTER height** 

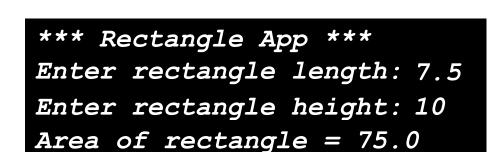




### Activity

"Let's directly enter the values for length and height in our example"





System.out.println("\*\*\* Rectangle App \*\*\*");

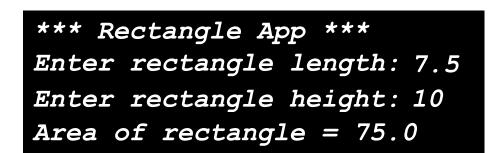
System.out.print("Enter rectangle length: ");

**ENTER length** 

System.out.print("Enter rectangle height: ");

**ENTER height** 





System.out.println("\*\*\* Rectangle App \*\*\*");

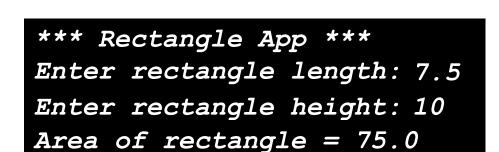
System.out.print("Enter rectangle length: ");

**length** = 7.5;

System.out.print("Enter rectangle height: ");

**ENTER height** 





System.out.println("\*\*\* Rectangle App \*\*\*");

System.out.print("Enter rectangle length: ");

**length** = 7.5;

System.out.print("Enter rectangle height: ");

height = 10;



\*\*\* Rectangle App \*\*\*
Area of rectangle = 75.0

#### double length, height;

System.out.println("\*\*\* Rectangle App \*\*\*");

System.out.print("Enter rectangle length: ");

**length** = 7.5;

System.out.print("Enter rectangle height: ");

height = 10;



```
*** Rectangle App ***
Area of rectangle = 75.0
```

System\_out\_println("\*\*\* Rectangle App \*\*\*");

System.out.print("Enter rectangle length: ");

**length** = 7.5;

System.out.print("Enter rectangle height: ");

height = 10;



## \*\*\* Rectangle App \*\*\* Area of rectangle = 75.0

#### double length, height;

System.out.println("\*\*\* Rectangle App \*\*\*");

**length** = 7.5;

**height** = 10;

