Assignment 3:

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1) Declare two variables of type int, and assign values to them. Add the two variables together and print the result.

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2) Declare two variables of type double, and assign values to them. Multiply the two variables together and print the result.

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3) Declare two variables of type boolean, and assign values to them. Print out the value of the logical AND operator applied to the two variables.

4) Declare a variable of type String, and assign it a value. Use the String class method length() to print out the length of the string.

<terminated> as3 [Java Application] C:\Users\jainroh\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0. The result of the logical AND operator is: false

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 5) Declare a variable of type String, and assign it a value. Use the String class method toUpperCase() to print out the string in all uppercase letters.

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6) Declare a variable of type String, and assign it a value. Use the String class method substring() to print out a portion of the string.

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7) Declare a variable of type String, and assign it a value. Use the String class method indexOf() to find the index of a specific character in the string.

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8) Declare a variable of type char, and assign it a value. Convert the character to its ASCII code and print out the result.

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9) Declare a variable of type int, and assign it a value. Convert the integer to a String and print out the result.

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10) Declare a variable of type double, and assign it a value. Convert the double to an int and print out the result.

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