

Home Assignment <2> Understanding Data Types and Variables in Java

Learning Objective:

The objective of this assignment is to reinforce your understanding of primitive and non-primitive data types in Java and how to declare and use variables.

Expected Completion Time:

Best Case: 10 minutes Average

Case: 15 minutes

Assignment Details:

Create a Java class named **Chrome** with variables of various data types and values.

Requirements:

- a) Create a class named **Chrome** with a main method.
- b) Inside the main method, declare and initialize the following variables:
 1. version of type float with a value of 91.0f
 2. developer of type String with a value of "Google"
 3. isBeta of type boolean with a value of false
 4. releaseYear of type int with a value of 2008
 5. shortcutKey of type char with a value of 'C'
- c) Print the values of all variables using System.out.println.
- d) Run the program and confirm that the variable values are printed in the console.

Hints:

1. **Data Type Selection:** Ensure that you choose appropriate data types for your variables based on the nature of the data they will hold. For example, use int for whole numbers, float for floating-point numbers, boolean for true/false values, etc.
2. **Variable Naming:** Use meaningful and descriptive variable names that convey the purpose of the variable and should follow the naming convention camelCase
3. **Access Modifiers:** Consider using access modifiers like private, public, or protected to control the visibility and accessibility of your class members (variables and methods).

Expected Outcome:

Upon completion of this assignment, you should be able to:

- Understand how to create a package in a Java project.
- Create a Java class with a main method and declare variables of different data types.
- Print variable values using System.out.println.
- Execute a Java program and view the output in the console.