ECS401: Unit 1 Lab Progress Test

This sheet is to help you and us judge your progress. You must complete it at the start of your lab session before any other activity (including getting work marked). Compare notes with others in your group and make sure everyone understands the right answers (available on the QM+ site). Talk to a demonstrator about anything that is at all unclear. Do NOT spend more than 15 minutes on answering the questions: if you don't know, leave it and get someone to explain.

1. What is printed to the screen after the following fragment of code is executed?
```
System.out.println("Wakanda Forever!");
```

_____

2. What is printed to the screen after the following fragment of code is executed?
```
System.out.println("Did he freeze?");
System.out.println("Like an antelope in headlights.");
```

_____

3. What is printed to the screen after the following fragment of code is executed?
```
String king = "T'Challa";
System.out.println(king);
```

_____

4. What is printed to the screen after the following fragment of code is executed?
```
String king = "T'Chaka";
System.out.println(king + king);
```

_____

5. What is printed to the screen after the following fragment of code is executed?
```
String king = "T'Chaka";
System.out.println(king + " is king");
king = "T'Challa";
System.out.println(king + " is king");
```

_____

6. Write precisely what is printed to the screen when the following fragment of code is executed assuming that the user types *Chadwick Boseman* when asked to?
```
Scanner keyboard = new Scanner(System.in);
System.out.println("Who played the Black Panther?");

String actor = keyboard.nextLine();
System.out.println("You think " + actor + " is a superhero?");
```

_____

7. What is printed to the screen when the following is executed?

```
String spy1 = "Nakia";
String spy2 = "Natasha";
String thebest = spy1 + " + " + spy2;
System.out.println(thebest);
```

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8. **Write a fragment of code that stores names Stark and Shuri in variables genius1 and genius2 then prints out "Shuri is smarter than Stark" using the variables**.

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Terminology

9. **Values** in a program are pieces of data that can be manipulated.

Highlight/underline all the values in the following fragment of code.

```
String hi = "Hi, there";
String bye = "Goodbye";
System.out.println(hi + " so long " + " " + bye);
```

10. A **variable** is a named place that a program can store values.

Highlight/underline all the places where variables appear in the following fragment of code.

```
Scanner scanner = new Scanner(System.in);
System.out.println("Answer?");
String userfact = scanner.nextLine();
System.out.println("You said" + userfact);
return;
```

11. A **variable declaration** is a statement that creates a variable.

Highlight/underline all the places where variables are declared in the following fragment of code.

```
String bye;
String hi = "Hi, there";
bye = "Goodbye";
System.out.println(hi + " so long " + " " + bye);
```

12. **Explain** in your own words what is meant by a variable illustrating your answer by giving your own illustrative example.