

Name/Username: _____

Date: _____

For each of the following code fragments determine the value of y at the end:

44. `int x = 18, y = 10; if (x < 10) { if (x > 5) y = 1; } else y = 2;`

45. `int x = 18, y = 10; if (x < 10) if (x > 5) y = 1; else y = 2;`

46. `int y = 6; y = --y - y--;`

What is a “dangling else”? Can you give an example?

33. Consider the following code fragment when embedded in a complete program:

```
if (x > 3) {  
    if (x <= 5)  
        y = 1;  
    else if (x != 6)  
        y = 2;  
} else  
    y = 3;
```

Assume that x has a value of 6 at the beginning of the fragment.

What value does the variable y hold after the fragment gets executed? Why?

38. What's wrong with the following code? Explain your answer:

```
if (2 < 1) ; {  
    System.out.println( "Oops." );  
}
```

39. What's wrong with the following code? Explain your answer:

```
int i = 0;  
while (i < 10) ; {  
    i = i + 1;  
}  
System.out.println (i);
```

Write a program to calculate $1 + 2 + 3 + \dots + n$ where n is an integer.

Write a program to calculate $1^2 + 2^2 + 3^2 + \dots + n^2$ where n is an integer.

Write a program to calculate $1^3 + 2^3 + 3^3 + \dots + n^3$ where n is an integer.

Write a program to print a scalable pattern such as the one below

```
-bash-3.2$ java Four 16
```

```
      *
     *
    *
   *
  *
 *
* * * * *
      *
      *
      *
      *
      *
      *
      *
      *
```

```
-bash-3.2$ java Four 21
```

```
      *
     *
    *
   *
  *
 *
* * * * *
      *
      *
      *
      *
      *
      *
      *
      *
      *
      *
      *
```

```
-bash-3.2$ java Four 9
```

```
      *
     *
    *
   *
  *
 *
* * * * *
      *
      *
      *
```

```
-bash-3.2$
```