**Objectives**

* Define Variables, Literals
* Variable naming convention
* print, println commands
* Java comments

**Preprogram Questions**

1. Arithmetic Operators Which of the following is a valid java variable name:
2. ?myName
3. 12Car
4. $money
5. int

Answer : c

1. Declare a variable of type int to hold the student grade.

Answer :

Examples of correct answers: int studentGrade, stGrade;

Examples of incorrect answers: int StudentGrade, STGrade, STUDENT\_GRADE;

1. Declare a variable to hold the constant value for interest rate of 2.5.

Answer: final double INT\_RATE = 2.5; OR final double INTEREST\_RATE = 2.5;

1. Declare a String variable to hold the name John.

Answer : String name=”John”;

1. What is the value of z after the following code is executed?

int x = 9, y = 4;

double z = x/y;

Answer : 2.0

1. What is the value of z after the following code is executed?

int x = 9;

double y = 4, z = x/y;

Answer : 2.25

1. What is the value of z after the following code is executed?

int x = 9;

double y = 4, z = x%y;

Answer : 1.0

1. Will the following code compile:

final int X =10;

X=9;

Answer: No. The value of constant variable cannot be changed.

1. Complete the following code to declare two variables of type int and print their sum using the sum variable:

int x = 4;

int y = 7;

int sum x +y;

System.out.println(sum);

1. In every java program :
2. There must be at least two variables declared
3. There must be a method called “main”
4. All of the variables must be integers

Answer : b

**Practice writing Java Program**

Create a java program that does the following:

* Create an integer variable to hold the approximate number of words you can type in a minute.
* Create a String variable to hold your name.
* Display a message on the Eclipse Console showing your name and the number of words you can type in a minute. Example: “Mary can type 50 words in a minute!”
* Use arithmetic operators to calculate the number of words you can type in a day and display the result on the console.
* Add at least 2 useful comments to your code.