# PROGRAM TRACE TABLE for IfElseTrace.java

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Line# | Program Statement | Number1 | Number2 | Number3 | largest |  |
| 4 | double number1 = -1.0, number2 = 4.5, number3 = -5.3, largest; | -1.0 | 4.5 | -5.3 |  |  |
| 6 | If(number1 >= number2) | -1.0 | 4.5 | -5.3 |  |  |
| 7 | If(number1 >= number3) | -1.0 | 4.5 | -5.3 |  |  |
| 8 | Largest = number3 | -1.0 | 4.5 | -5.3 |  |  |
| 14 | If(number2 >= number3) | -1.0 | 4.5 | -5.3 |  |  |
| 15 | Largest = number2 | -1.0 | 4.5 | -5.3 | 4.5 |  |
| 17-18 | Else {  Largest = number3  }; | -1.0 | 4.5 | -5.3 | 4.5 |  |

## OUTPUT:

| Line# | Program Output (please list this exactly as it appears on the screen) (NOT what is listed in the program source code) |
| --- | --- |
| **26** | Largest Number: 4.5 |
|  |  |
|  |  |

## Directions:

You should remove these directions before handing in this file for homework assignments, etc. Failure to do so will result in a loss of points.

You'll notice that there are a number of extra columns, labeled "Extra Column N" where N is a number. Feel free to use these columns to keep track of anything you want to. *DO* change the column label, so that it's clear what you're keeping track of. Any columns that you don't use, you should get rid of, by deleting them.