# PROGRAM TRACE TABLE for MinOfThree.java

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Line# | Program Statement | Num1 | Num2 | Num3 | Num4 | min |
| 6 | Int num1, num2, num3, num4, min = 0 |  |  |  |  | 0 |
| 8 | System.out.print(“First Value: “); | 10 |  |  |  | 0 |
| 10 | System.out.print(“Second Value: “); | 10 | 7 |  |  | 0 |
| 12 | System.out.print(“Third Value: “); | 10 | 7 | 5 |  | 0 |
| 14 | System.out.print(“Fourth Value: “); | 10 | 7 | 5 | 6 | 0 |
| 17-18 | If(num1 < num2) {  Min = num1;  } | 10 | 7 | 5 | 6 |  |
| 19-20 | Else if (num2 < num3) {  Min = num2;  } | 10 | 7 | 5 | 6 |  |
| 21-23 | Else {  Min = 3;  } | 10 | 7 | 5 | 6 | 5 |
| 25-27 | If(min > num4) {  Min = num4;  } | 10 | 7 | 5 | 6 | 5 |
| 28 | System.out.println(“Minimum value is: ” + min) |  |  |  |  |  |

## OUTPUT:

| Line# | Program Output (please list this exactly as it appears on the screen) (NOT what is listed in the program source code) |
| --- | --- |
| **28** | Minimum value is: 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.