

Assignment-3

1. Declare two variables of type int, and assign values to them. Add the two variables together and print the result.

```
Console ×
<terminated> AddtwoVariable [Java Application] C:\Users\riyazsy\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v2023
10 + 20 = 30
```

<https://codeshare.io/r9lMeq>

2. Declare two variables of type double, and assign values to them. Multiply the two variables together and print the result.

```
Console ×
<terminated> MultiplyTwoNums [Java Application] C:\Users\riyazsy\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v20
The product is: 3.0
```

<https://codeshare.io/xv4MoM>

3. Declare two variables of type boolean, and assign values to them. Print out the value of the logical AND operator applied to the two variables.

```
Console ×
<terminated> Boolean [Java Application] C:\Users\riyazsy\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v20230204-17
false
```

<https://codeshare.io/8pl8BE>

4. Declare a variable of type String, and assign it a value. Use the String class method length() to print out the length of the string.

```
Console ×
<terminated> Length [Java Application] C:\Users\riyazsy\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v20230204-17
string length is: 10
string length is: 6
```

<https://codeshare.io/3AbwKv>

5. Declare a variable of type String, and assign it a value. Use the String class method toUpperCase() to print out the string in all uppercase letters.

```
Console ×
<terminated> Length [Java Application] C:\Users\riyazsy\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v20230204-17
string length is: 10
string length is: 6
```

<https://codeshare.io/1Y8Q93>

6. Declare a variable of type String, and assign it a value. Use the String class method substring() to print out a portion of the string.

```
Console ×
<terminated> Example [Java Application] C:\Users\riyazsy\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v20230204-17
Hello
```

<https://codeshare.io/OdEvmg>

7. Declare a variable of type String, and assign it a value. Use the String class method indexOf() to find the index of a specific character in the string.

```
Console ×
<terminated> IndexOf [Java Application] C:\Users\riyazsy\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v20230204-17
2 8
5
3
|
```

<https://codeshare.io/78mdQj>

8. Declare a variable of type char, and assign it a value. Convert the character to its ASCII code and print out the result.

```
Console ×
<terminated> AsciiValue (1) [Java Application] C:\Users\riyazsy\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v20230204-17
The ASCII value of a is: 97
The ASCII value of a is: 97
```

<https://codeshare.io/dwQggM>

9. Declare a variable of type int, and assign it a value. Convert the integer to a String and print out the result.

```
Console ×
<terminated> toString [Java Application] C:\Users\riyazsy\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v20230204-1
476
78656
```

<https://codeshare.io/3Abwwm>

10. Declare a variable of type double, and assign it a value. Convert the double to an int and print out the result

```
Console ×
<terminated> DoubleToInt [Java Application] C:\Users\riyazsy\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v20230204-1
Double - 3452.345
Integer - 3452
```

<https://codeshare.io/vwjMW7>