

Lesson 3 Assignment

We talked about casting in Chapter 4. For this lesson's assignment, try writing programs involving different primitive types, and see which give you errors and which work without explicit casting. Some won't work even with explicit casting—see if you can find which those are.

If you want to try compiling and executing single statements without writing complete programs, BlueJ lets you do that in the Code Pad, which is in the lower-right corner of its main project window. You may need to turn on the **Show Code Pad** option in the View menu. You can also display the value in a variable by just typing the name of the variable.

Here's an image of some statements I ran in my BlueJ window:

Text equivalent start.

Code pad interaction:

- `int i = 99;`
- `String s = "123";`
- `s = 99;`

Error: incompatible types

- `i = "123;`

Error: unclosed string literal

- `i = "123";`

Error: incompatible types

- `i`

99 (int)

- `s`

"123" (String)

Text equivalent stop.

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