**Create the following:**

1. A variable named testGrade that could hold this test score: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. A decimal number used to store a batting average: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
3. A true/false variable called correct that stores the value true. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. Assume a variable called hits is already created. Increase hits by two: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**What are the values of the variables** num1**,** num2, **and** num 3 **after each segment of code is executed**

int num1 = 24;  
int num2 = 8;  
int num3 = num1 / num2;  
num2 = num3 + 5;  
num1 = 10;

|  |  |  |
| --- | --- | --- |
| num1 | num2 | num3 |
|  |  |  |

int num1 = 7;  
int num2 = 2;  
num1 = num1 - 1;  
int num3 = num1 + num2 \* 3;

|  |  |  |
| --- | --- | --- |
| num1 | num2 | num3 |
|  |  |  |

**Convert from base 10 into base 2 Convert from base 2 to base 10**

77 \_\_\_\_\_\_\_\_\_

1011 0010 \_\_\_\_\_\_\_\_\_

**Convert from base 16 to base 10 Convert from base 2 to base 16**

3CE \_\_\_\_\_\_\_\_\_

1010 1000 \_\_\_\_\_\_\_\_\_

**Use the ASCII table to fill in the following blanks:**

|  |  |  |
| --- | --- | --- |
| **Character** | **Decimal Number** | **Binary Number** |
|  | 105 |  |

**DIRECTIONS : Fill in each blank with the correct answer. Multiple answers are possible.**

Which data type takes up 16 bits of memory? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Which data type takes up 32 bits of memory? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Which data type takes up 64 bits of memory? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_