1. A variable in a program the name of the location that it is stored on a computer. Within these variables, objects or other data may be covered. A variable is a convenient way to remembering a value.
2. The role of the assignment operator in a program is used to assign a value to a variable.
3. A scanner object is an object used to receive user input, it waits for the input and assigns the input to the variable.
4. Double contains only floating point numbers and a scanner names a storage location for a reference to a Scanner object.
5. Print prints out the text and then doesn’t add a new line at the end. Println prints out the text then adds a new line on the end.

The print prints the numbers all on the same line then println separates the lines.

**package** multTable;

**public** **class** multTable{

**public** **static** **void** main(String[] args){

*mult*();

}

**public** **static** **void** mult(){

**for**(**int** i=1; i<=10; i++){

**for**(**int** h = 1;h <= 10; h++){

System.***out***.print(i \* h+"\t");

}

System.***out***.println();

System.***out***.println();

}

}

}

1 2 3 4 5 6 7 8 9 10

2 4 6 8 10 12 14 16 18 20

3 6 9 12 15 18 21 24 27 30

4 8 12 16 20 24 28 32 36 40

5 10 15 20 25 30 35 40 45 50

6 12 18 24 30 36 42 48 54 60

7 14 21 28 35 42 49 56 63 70

8 16 24 32 40 48 56 64 72 80

9 18 27 36 45 54 63 72 81 90

10 20 30 40 50 60 70 80 90 100