0choose the write statement to display -welcome- on the screen:

System.Println(“welcome”);

\*System.out.println("welcome");

cout<<”welcome”;

System.out.println(welcome);

0which of the following declare an integer:

integer x;

inte x;

declare x;

\*int x;

0what does -char x;- do:

declare a character with value x;

declare a character named x;

declare a character named x has null value ;

\*declare a character named x has rubbish data value;

0choose the wrong statement of the following:

System.out.println("wrong");

\*system.out.println(“right”);

float x;

double y;

0one of the following declare float number

flt x;

declare float x1;

\*float x;

float 1y;