

# Python Programming

## Tutorial 2B – Swapping Variables

**UEE60411- Advanced Diploma in Computer Systems Engineering.**

**UEENEED111A - Develop, Implement and Test Object Oriented Code**

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### 3. Swapping Variables

- 1) Write a program called **JSwap1.java** that initialises two doubles into variables called num1 and num2.
  - a) Use the **print()** function to display the contents of both variables.
  - b) Swap them, and display a message in a second **print()** indicating they have been swapped.
  - c) Display the contents of both variables again in a way that clearly indicates the contents have been swapped in a third **print()**.
  
- 2) Write a program called **JSwap2.java** that initialises two Strings with the names of two towns you have visited. Call the two String variables town1 and town2.
  - a) Use both variables in a sentence, which should be displayed in a **print()**.
  - b) Place the words "Before swapping" in the text of this **print()**.
  - c) Swap the contents of the variables.
  - d) Display a message "Swapped"
  - e) Use the same sentence to show that the variables have been swapped. The text of this **print()** should indicate that it is "After swapping".
  
- 3) Write a program called **JSwap3.java** that contains two int variables –age1 and age2 – and two String variables – name1 and name2.
  - a) Initialise these with the name and age of two friends.
  - b) Display a message that clearly shows the variables and their contents
  - c) Swap both the names and ages.
  - d) Display a message to say the variables have been swapped.
  - e) Re-display a message that it clearly shows the variables and their contents.