Assignments

1. Scala program to print your name.

```scala
// Scala program to print your name
object PrintMyName {
    def main(args: Array[String]) {
        println("My name is Mallik!")
    }
}
```

2. Scala program to declare string variable and print the string.

```scala
object PrintString {
    def main(args: Array[String]) {
        // declare and assign a string variable text
        val text = "Scala is awesome";

        // print the value of string variable "text"
        println("Value of text is: " + text);
    }
}
```

3. Scala program to understand mutability

```scala
object VariableMutation {
    def main(args: Array[String]) {
        // variable declaration
        // [val | val] variableName : [DataType] = [Initial Value]

        // Define a third variable to hold sum of two variables
        var x = 5
        var y = 10
        var z = x + y

        println(z)

        /* Mutabiliy: Because var is used to declare mutable variables,
        you can assign sum of these two variables to an existing variable */
```

```
    var x = 5
    var y = 10
    x = x + y


    // value of x should be 15 instead of 5
    println(x)
  }
}
```