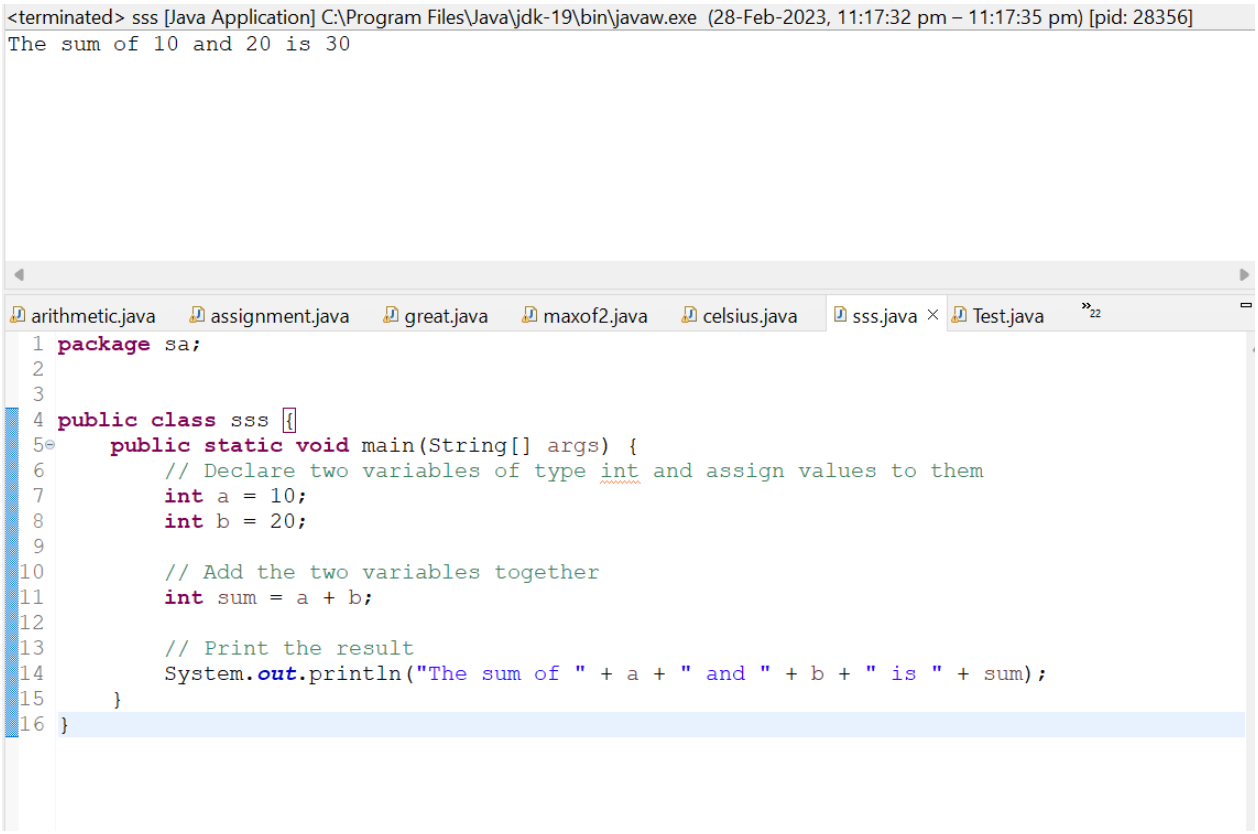
Assignment 3

1. Declare two variables of type int and assign values to them. Add the two variables together and print the result.



```
<terminated> sss [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe  (28-Feb-2023, 11:17:32 pm – 11:17:35 pm) [pid: 28356]
The sum of 10 and 20 is 30
```

arithmetic.java | assignment.java | great.java | maxof2.java | celsius.java | sss.java | Test.java

```
1  package sa;
2
3
4  public class sss {
5      public static void main(String[] args) {
6          // Declare two variables of type int and assign values to them
7          int a = 10;
8          int b = 20;
9
10         // Add the two variables together
11         int sum = a + b;
12
13         // Print the result
14         System.out.println("The sum of " + a + " and " + b + " is " + sum);
15     }
16 }
```

Codeshare link :

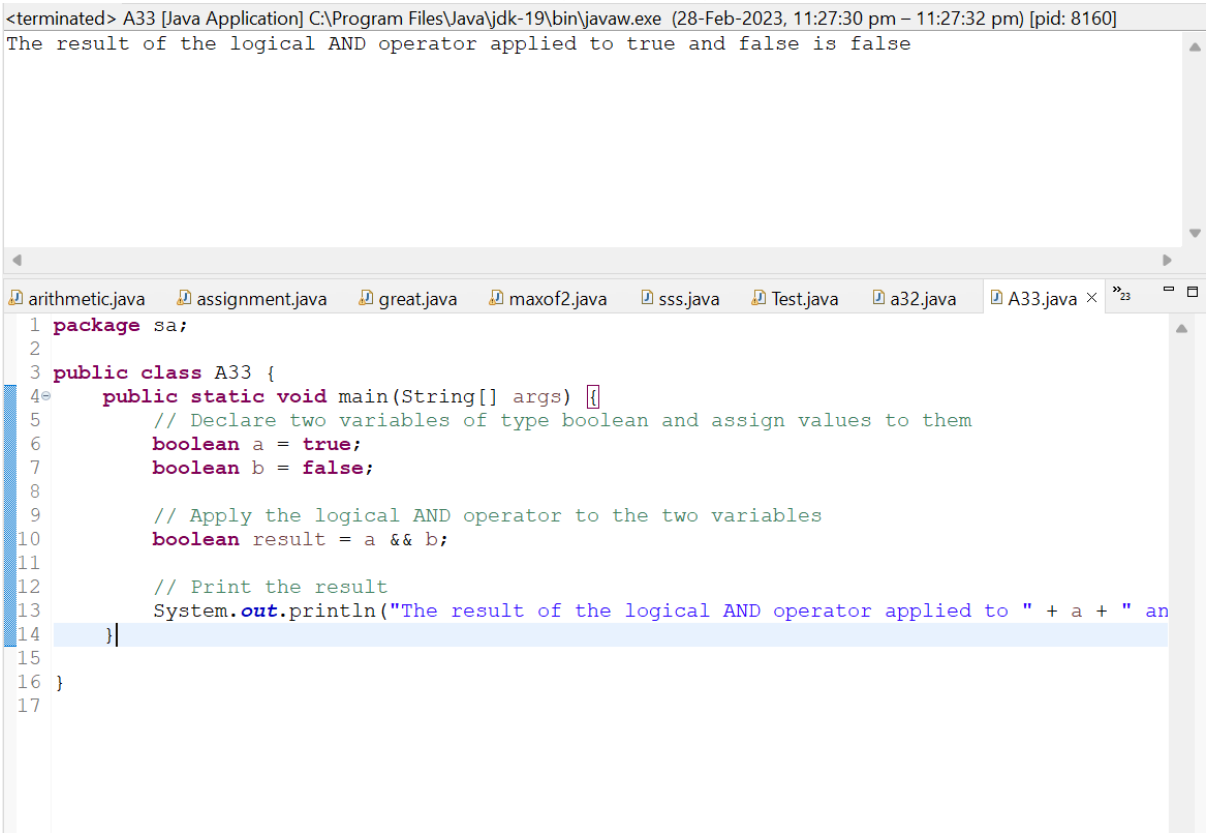
https://codeshare.io/BA7lPn

2. Declare two variables of type double, and assign values to them. Multiply the two variables together and print the result.

Codeshare link :

https://codeshare.io/6pkolO

3. Declare two variables of type boolean, and assign values to them. Print out the value of the logical AND operator applied to the two variables.



```
<terminated> A33 [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe  (28-Feb-2023, 11:27:30 pm – 11:27:32 pm) [pid: 8160]
The result of the logical AND operator applied to true and false is false
```

arithmetic.java | assignment.java | great.java | maxof2.java | sss.java | Test.java | a32.java | A33.java

```
1  package sa;
2
3  public class A33 {
4      public static void main(String[] args) {
5          // Declare two variables of type boolean and assign values to them
6          boolean a = true;
7          boolean b = false;
8
9          // Apply the logical AND operator to the two variables
10         boolean result = a && b;
11
12         // Print the result
13         System.out.println("The result of the logical AND operator applied to " + a + " an
14     }
15
16 }
17
```

Codeshare link :

https://codeshare.io/r9lwrq

4. Declare a variable of type String, and assign it a value. Use the String class method length() to print out the length of the string.

```
package sa;

public class A34 {

public static void main(String[] args) {

// Declare a variable of type String and assign it a value

String myString = "Hello, world!";

// Use the length() method of the String class to print out the length of
the string

System.out.println("The length of myString is: " + myString.length());

}

}
```

Output :

```
The length of myString is: 13
```

Codeshare link :
https://codeshare.io/4eoM1b

5. declare a variable of type String, and assign it a value. Use the String class method toUpperCase() to print out the string in all uppercase letters.

```
package sa;

public class A35 {

public static void main(String[] args) {

// Declare a variable of type String and assign it a value

String myString = "hello, world!";

// Use the toUpperCase() method of the String class to print out the string
in all uppercase letters

System.out.println("Uppercase string: " + myString.toUpperCase());

}

}
```

Output :

```
Uppercase string: HELLO, WORLD!
```

Codeshare link :

https://codeshare.io/WdE0PW

6. Declare a variable of type String, and assign it a value. Use the String class method substring() to print out a portion of the string.

```
fox
```

```java
package assi3;

public class A36 {
	public static void main(String[] args) {
		// Declare a variable of type String and assign it a value
		String sentence = "The quick brown fox jumps over the lazy dog.";

		// Use the substring() method to print out a portion of the string
		String portion = sentence.substring(16, 19);
		System.out.println(portion); // Output: fox
	}

}
```

Codeshare link :
https://codeshare.io/OdEmZA

7. Declare a variable of type String, and assign it a value. Use the String class method indexOf() to find the index of a specific character in the string.

```
4
```

```java
package assi3;

public class A37 {
	public static void main(String[] args) {
		// Declare a variable of type String and assign it a value
		String sentence = "The quick brown fox jumps over the lazy dog.";

		// Use the indexOf() method to find the index of a specific character in the s
		int index = sentence.indexOf('q');
		System.out.println(index); // Output: 4
	}

}
```

Codesharelink :
https://codeshare.io/VZEQdP

8. Declare a variable of type char, and assign it a value. Convert the character to its ASCII code and print out the result.

```
65
```

add.java | Helloworld.java | fibbonac.java | palindrom.java | A36.java | A37.java | A38.java

```java
package assi3;

public class A38 {
	public static void main(String[] args) {
		// Declare a variable of type char and assign it a value
		char myChar = 'A';

		// Convert the character to its ASCII code
		int asciiCode = (int) myChar;
		System.out.println(asciiCode); // Output: 65
	}

}
```

Codeshare link :
https://codeshare.io/YLE9R3

9. Declare a variable of type int, and assign it a value. Convert the integer to a String and print out the result.

```
123
```

add.java | Helloworld.java | fibbonac.java | palindrom.java | A36.java | A37.java | A38.java | A39.java

```java
package assi3;

public class A39 {
	public static void main(String[] args) {
		// Declare a variable of type int and assign it a value
		int myInt = 123;

		// Convert the integer to a String
		String myString = Integer.toString(myInt);
		System.out.println(myString); // Output: "123"
	}
}
```

Codeshare link:
https://codeshare.io/km8YrV

10. Declare a variable of type double, and assign it a value. Convert the double to an int and print out the result.

```
Double value: 3.14159
Integer value: 3
```

add.java | Helloworld.java | fibbonac.java | A36.java | A37.java | A38.java | A39.java | A30.java

```java
package assi3;

public class A30 {
	public static void main(String[] args) {
		double myDouble = 3.14159;
		int myInt = (int) myDouble; // casting double to int
		System.out.println("Double value: " + myDouble);
		System.out.println("Integer value: " + myInt);
	}
}

```

Codeshare link:
https://codeshare.io/8ploOD