

## Assignment-03

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

Code: <https://codeshare.io/zyAx64>

```
1 package as3;
2
3 public class add {
4     public static void main(String[] args) {
5         // Declare two variables of type int and assign values to them
6         int a = 40;
7         int b = 29;
8
9         // Add the two variables together
10        int sum = a + b;
11
12        // Print the result
13        System.out.println("The sum of " + a + " and " + b + " is " + sum);
14    }
15 }
16
```

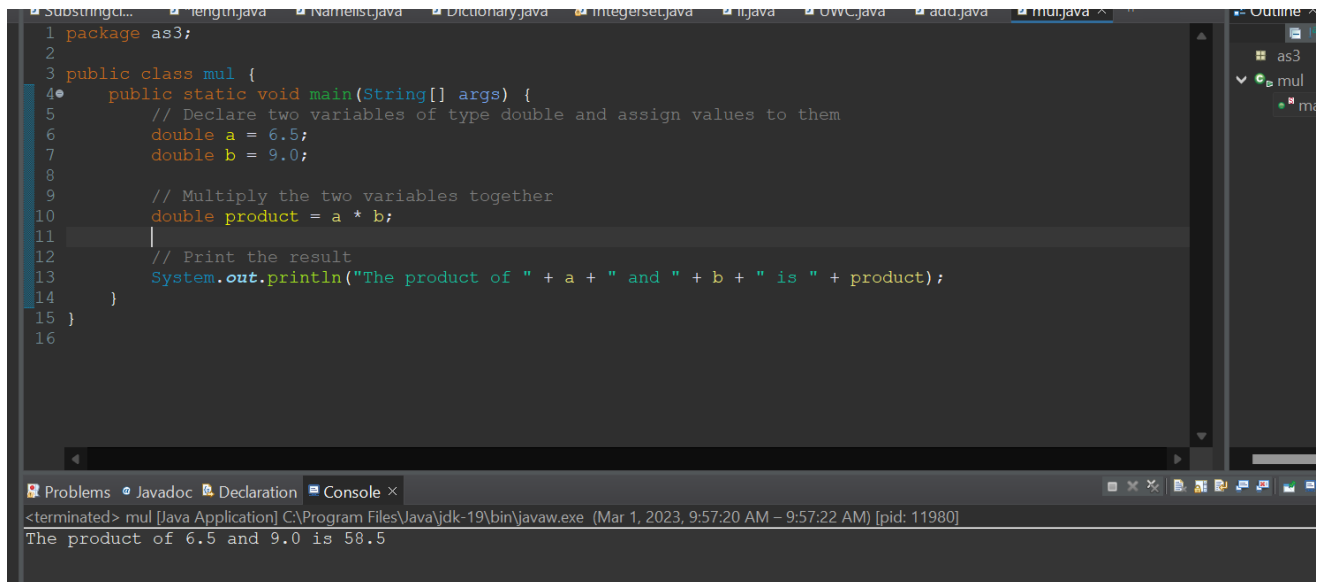
Problems Javadoc Declaration Console ×

<terminated> add [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe (Mar 1, 2023, 9:54:46 AM – 9:54:48 AM) [pid: 21048]

The sum of 40 and 29 is 69

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

Code: <https://codeshare.io/mpb7Jb>



```
1 package as3;
2
3 public class mul {
4     public static void main(String[] args) {
5         // Declare two variables of type double and assign values to them
6         double a = 6.5;
7         double b = 9.0;
8
9         // Multiply the two variables together
10        double product = a * b;
11
12        // Print the result
13        System.out.println("The product of " + a + " and " + b + " is " + product);
14    }
15 }
16
```

Problems Javadoc Declaration Console x

<terminated> mul [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe (Mar 1, 2023, 9:57:20 AM – 9:57:22 AM) [pid: 11980]

The product of 6.5 and 9.0 is 58.5

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. Code

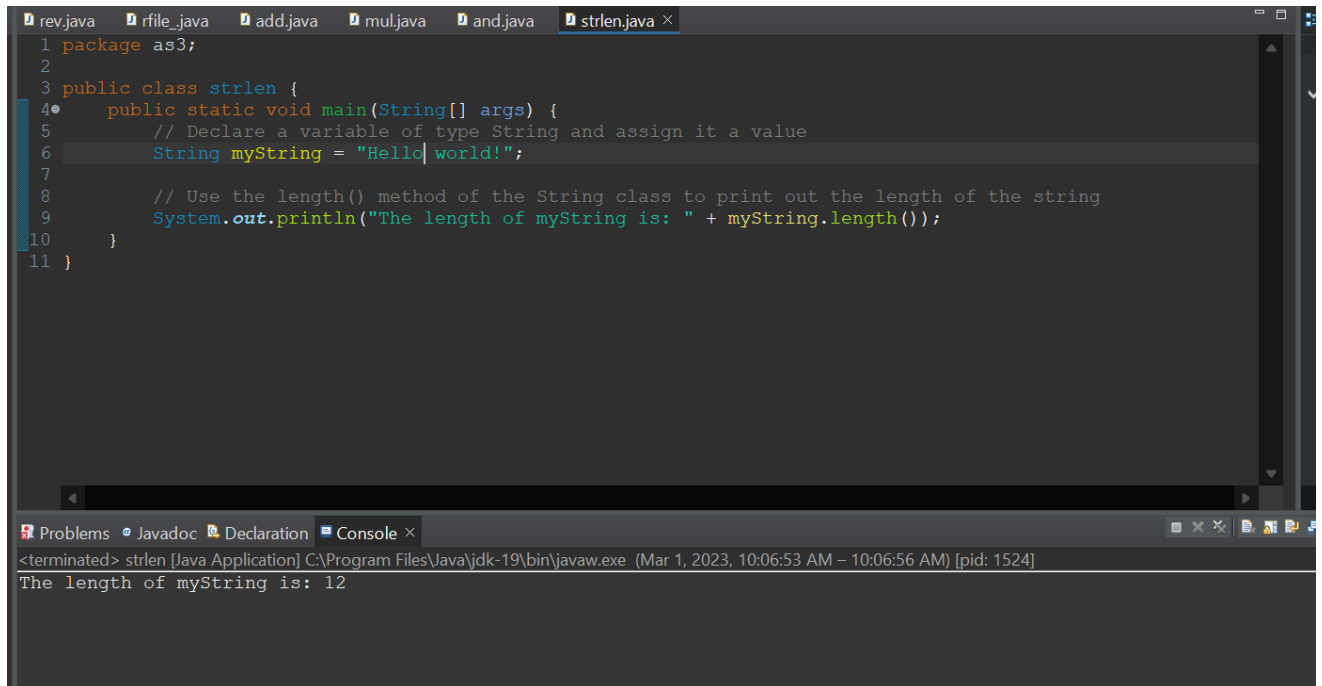
<https://codeshare.io/YLE4jN>

```
1 package as3;
2
3 public class and {
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 + " and " + b + " is ")
14    }
15 }
16
17
```

Problems Javadoc Declaration Console ×  
<terminated> and [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe (Mar 1, 2023, 10:01:11 AM – 10:01:13 AM) [pid: 13444]  
The result of the logical AND operator applied to true and false is false

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.

Code <https://codeshare.io/9OLDo8>



```
1 package as3;
2
3 public class strlen {
4     public static void main(String[] args) {
5         // Declare a variable of type String and assign it a value
6         String myString = "Hello world!";
7
8         // Use the length() method of the String class to print out the length of the string
9         System.out.println("The length of myString is: " + myString.length());
10    }
11 }
```

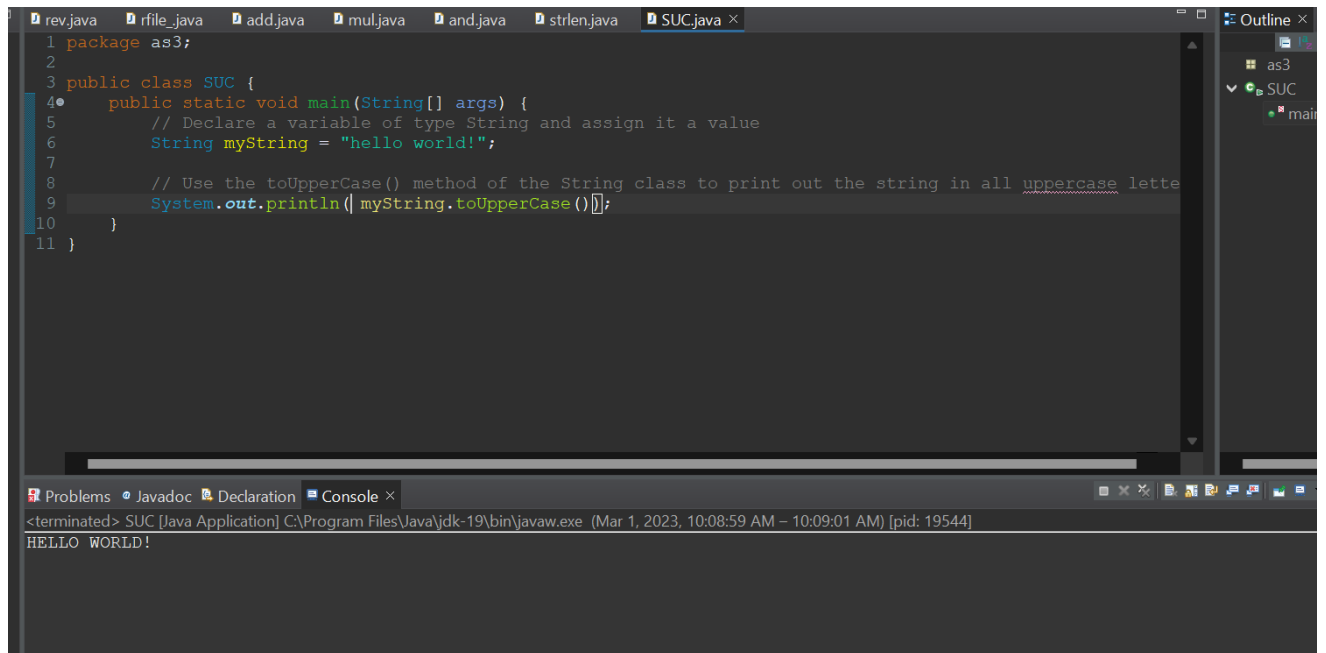
Problems Javadoc Declaration Console x

<terminated> strlen [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe (Mar 1, 2023, 10:06:53 AM – 10:06:56 AM) [pid: 1524]

The length of myString is: 12

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.

Code: <https://codeshare.io/6pkMYk>



The image shows a screenshot of an IDE with a dark theme. The main editor window displays a Java file named `SUC.java` with the following code:

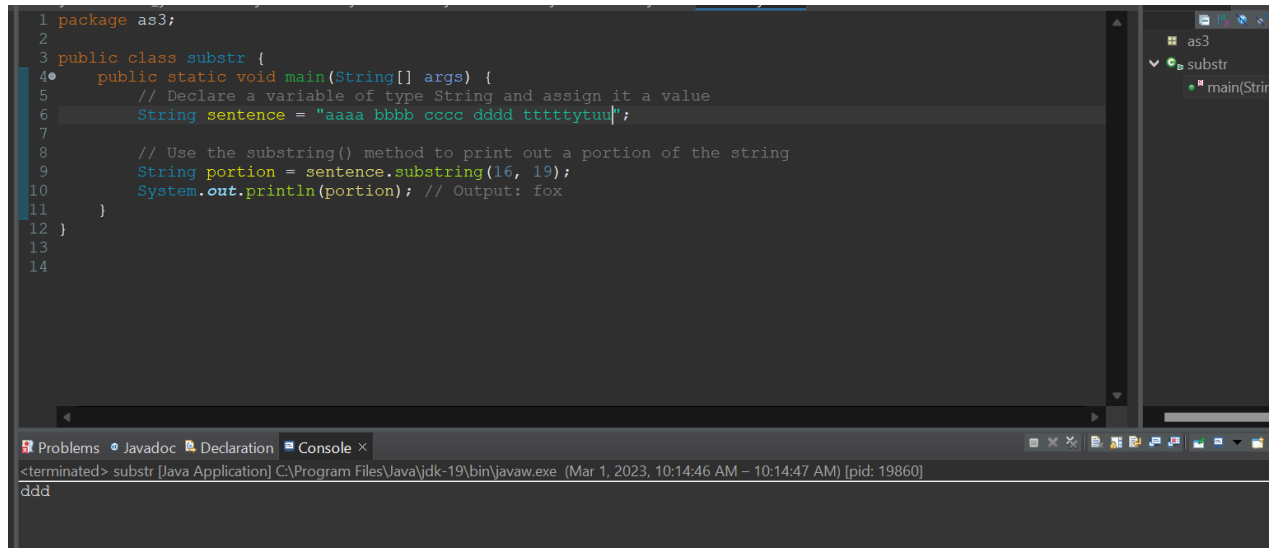
```
1 package as3;
2
3 public class SUC {
4     public static void main(String[] args) {
5         // Declare a variable of type String and assign it a value
6         String myString = "hello world!";
7
8         // Use the toUpperCase() method of the String class to print out the string in all uppercase letters
9         System.out.println(myString.toUpperCase());
10    }
11 }
```

The right sidebar shows the Outline view with the package `as3` and the class `SUC`. The bottom panel shows the Console view with the output:

```
<terminated> SUC [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe (Mar 1, 2023, 10:08:59 AM – 10:09:01 AM) [pid: 19544]
HELLO WORLD!
```

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.

Code: <https://codeshare.io/PdEOAQ>



The screenshot shows an IDE with a Java file named 'substr'. The code defines a package 'as3' and a public class 'substr'. Inside the class, there is a 'main' method that takes a 'String[] args' parameter. The code declares a 'String' variable named 'sentence' and assigns it the value 'aaaa bbbb cccc dddd ttttytuu'. It then uses the 'substring' method to extract a portion of the string from index 16 to 19, storing it in a variable named 'portion'. Finally, it prints the 'portion' to the console using 'System.out.println'. The IDE's console window at the bottom shows the output 'ddd'.

```
1 package as3;
2
3 public class substr {
4     public static void main(String[] args) {
5         // Declare a variable of type String and assign it a value
6         String sentence = "aaaa bbbb cccc dddd ttttytuu";
7
8         // Use the substring() method to print out a portion of the string
9         String portion = sentence.substring(16, 19);
10        System.out.println(portion); // Output: fox
11    }
12 }
13
14
```

Problems Javadoc Declaration Console x  
<terminated> substr [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe (Mar 1, 2023, 10:14:46 AM – 10:14:47 AM) [pid: 19860]  
ddd

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.

Code: <https://codeshare.io/km8yN4>

```
1 package as3;
2
3 public class index {
4     public static void main(String[] args) {
5         // Declare a variable of type String and assign it a value
6         String sentence = "aaa rrr ttt q dd.";
7
8         // Use the indexOf() method to find the index of a specific character in the string
9         int index = sentence.indexOf('q');
10        System.out.println(index); // Output: 4
11    }
12 }
```

Problems Javadoc Declaration Console x

<terminated> index [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe (Mar 1, 2023, 10:18:03 AM – 10:18:08 AM) [pid: 4792]

12

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

Code: <https://codeshare.io/QnE0dR>

```
1 package as3;
2
3
4 public class charr{
5     public static void main(String[] args) {
6         // Declare a variable of type char and assign it a value
7         char myChar = 'Z';
8
9         // Convert the character to its ASCII code
10        int asciiCode = (int) myChar;
11        System.out.println(asciiCode); // Output: 65
12    }
13 }
```

Problems Javadoc Declaration Console ×

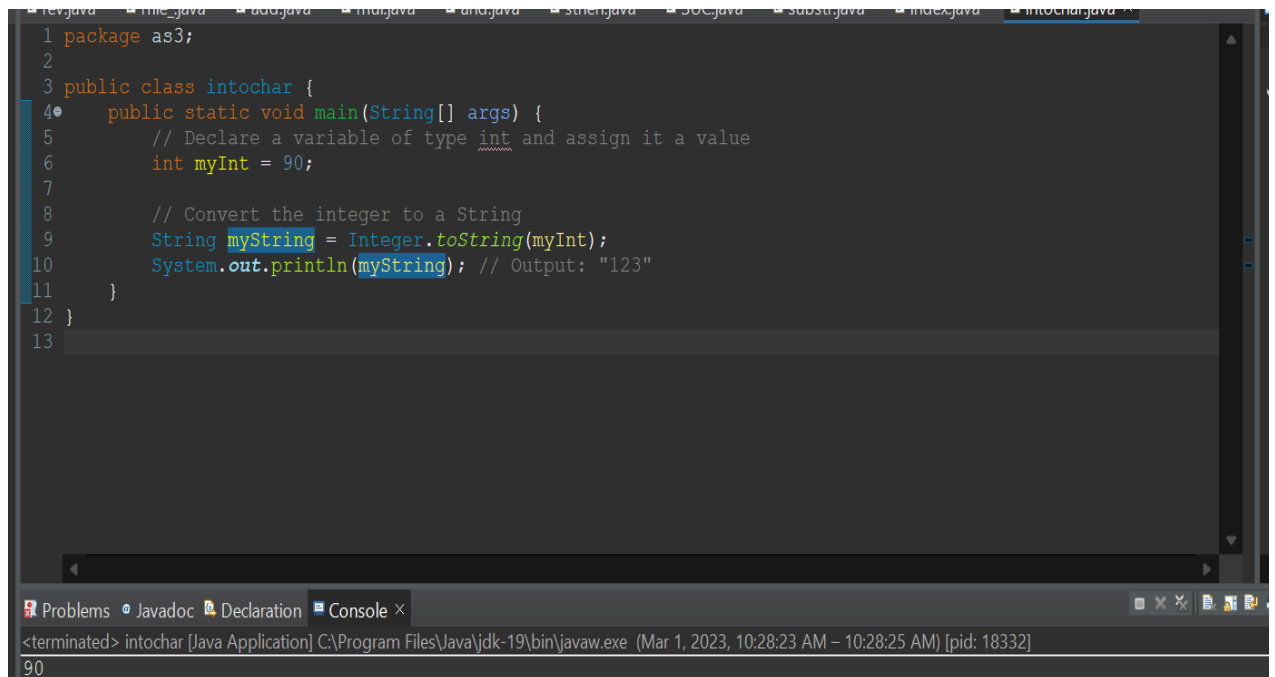
<terminated> charr [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe (Mar 1, 2023, 10:24:27 AM – 10:24:28 AM) [pid: 17208]

90



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

Code: <https://codeshare.io/VZE006>

A screenshot of an IDE window showing a Java file named 'intochar.java'. The code defines a package 'as3' and a public class 'intochar'. Inside the class, there is a 'main' method that declares an integer variable 'myInt' with the value 90, converts it to a string using 'Integer.toString(myInt)', and prints it using 'System.out.println(myString)'. The IDE interface includes a top tab bar with several files, a main editor area with line numbers 1-13, and a bottom panel with tabs for 'Problems', 'Javadoc', 'Declaration', and 'Console'. The console shows the output '90' and the command prompt '<terminated> intochar [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe (Mar 1, 2023, 10:28:23 AM - 10:28:25 AM) [pid: 18332]'.

```
1 package as3;
2
3 public class intochar {
4     public static void main(String[] args) {
5         // Declare a variable of type int and assign it a value
6         int myInt = 90;
7
8         // Convert the integer to a String
9         String myString = Integer.toString(myInt);
10        System.out.println(myString); // Output: "123"
11    }
12 }
13
```

<terminated> intochar [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe (Mar 1, 2023, 10:28:23 AM - 10:28:25 AM) [pid: 18332]

90

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

Code: <https://codeshare.io/JbMNyE>

```
1 package as3;
2
3 public class dtoint{
4     public static void main(String[] args) {
5         double myDouble = 3.14159;
6         int myInt = (int) myDouble; // casting double to int
7         System.out.println("Double value: " + myDouble);
8         System.out.println("Integer value: " + myInt);
9     }
10 }
11
12
```

Problems Javadoc Declaration Console ×

<terminated> dtoint [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe (Mar 1, 2023, 10:31:47 AM – 10:31:50 AM) [pid: 8788]

Double value: 3.14159  
Integer value: 3