

Classroom <2> Demonstrating Variables in Java class

Learning Objective:

To understand the primitive/non-primitive data types

Expected Completion Time:

Best Case: 10 minutes

Average Case: 15 minutes

Assignment Details:

Create a Class named Firefox with variables of given datatypes with values
(int, String, float, boolean, char)

Requirements:

- a) Create a class by name: Firefox (with main method)
- b) Create the following variables
 - 1) browserVersion = 100.2f (use dataType float)
 - 2) browserName = "firefox" (use dataType String)
 - 3) isVisible = true (use dataType boolean)
 - 4) releaseYear = 1998 (use dataType int)
 - 5) browserLogo = 'f' (use datatype char)
- c) print all variables using syso
- d) Run and confirm the variable values are printed in console

Hints:

1. **Data Type Selection:** Ensure that you choose appropriate data types for your variables based on the nature of the data they will hold. For example, use int for whole numbers, float for floating-point numbers, boolean for true/false values, etc.
2. **Variable Naming:** Use meaningful and descriptive variable names that convey the purpose of the variable and should follow the naming convention camelCase
3. **Access Modifiers:** Consider using access modifiers like private, public, or protected to control the visibility and accessibility of your class members (variables and methods).

Expected Outcome:

By Completing this Assignment:

You gained hands-on experience to create local variables with datatypes and use the local variables in your program

