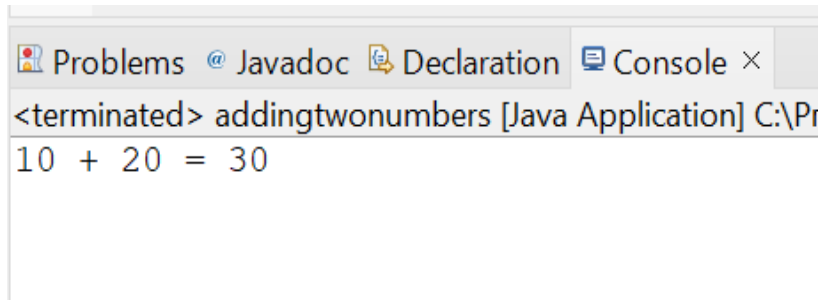


ASSIGNMENT 3

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

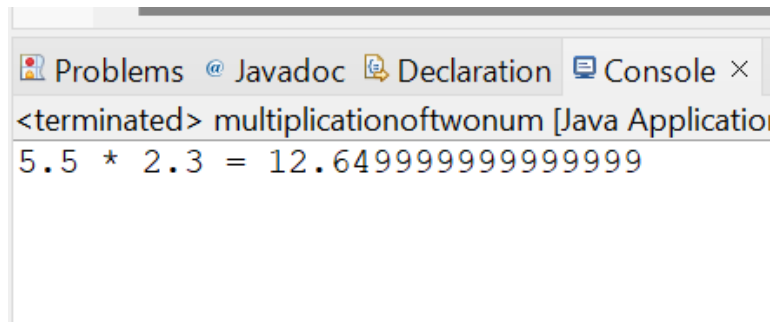
<https://codeshare.io/1Y8B77>



```
Problems @ Javadoc Declaration Console ×  
<terminated> addingtwonumbers [Java Application] C:\Pr  
10 + 20 = 30
```

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

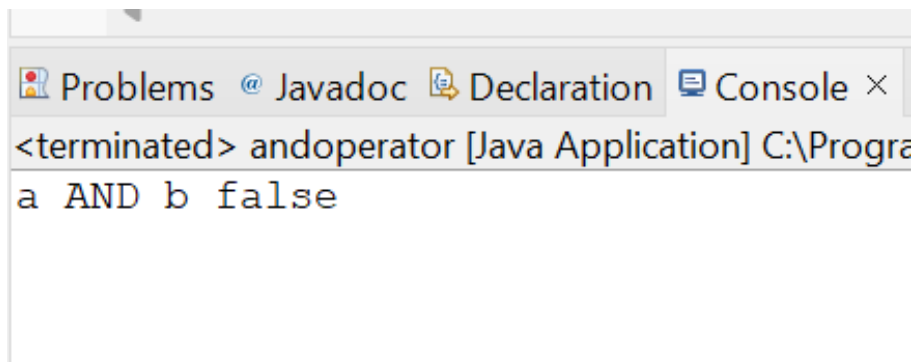
<https://codeshare.io/wnvbMx>



```
Problems @ Javadoc Declaration Console ×  
<terminated> multiplicationoftwonum [Java Application]  
5.5 * 2.3 = 12.649999999999999
```

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

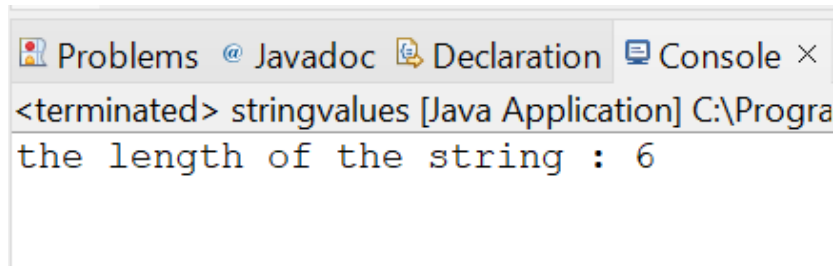
<https://codeshare.io/nzoQ1E>



```
Problems @ Javadoc Declaration Console ×  
<terminated> andoperator [Java Application] C:\Progra  
a AND b 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

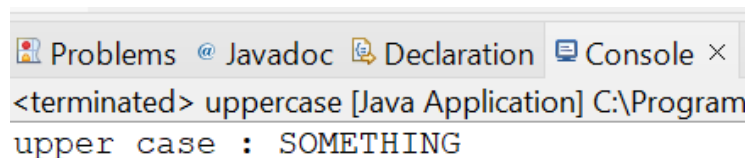
<https://codeshare.io/DZEJWY>



```
Problems @ Javadoc Declaration Console ×
<terminated> stringvalues [Java Application] C:\Program Files\Java\jdk-9.0.4\bin\java.exe
the length of the string : 6
```

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

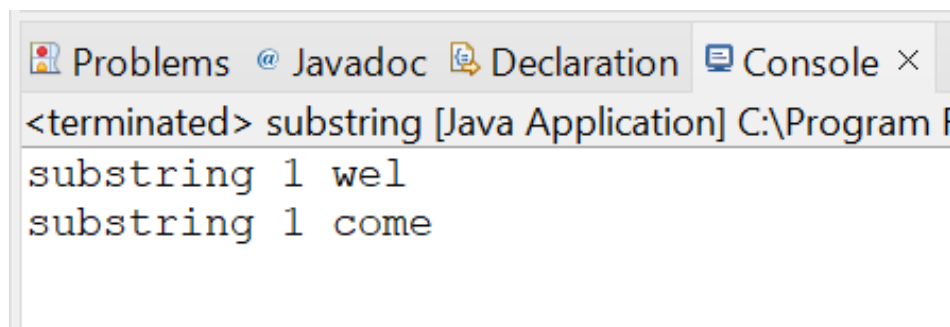
<https://codeshare.io/BA7BEy>



```
Problems @ Javadoc Declaration Console ×
<terminated> uppercase [Java Application] C:\Program Files\Java\jdk-9.0.4\bin\java.exe
upper case : SOMETHING
```

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.

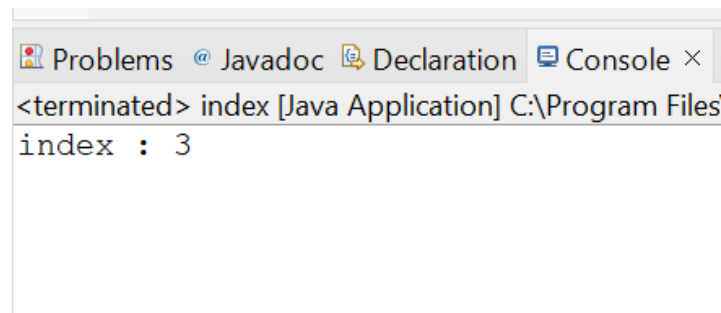
<https://codeshare.io/r9leNv>



```
Problems @ Javadoc Declaration Console ×
<terminated> substring [Java Application] C:\Program Files\Java\jdk-9.0.4\bin\java.exe
substring 1 wel
substring 1 come
```

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

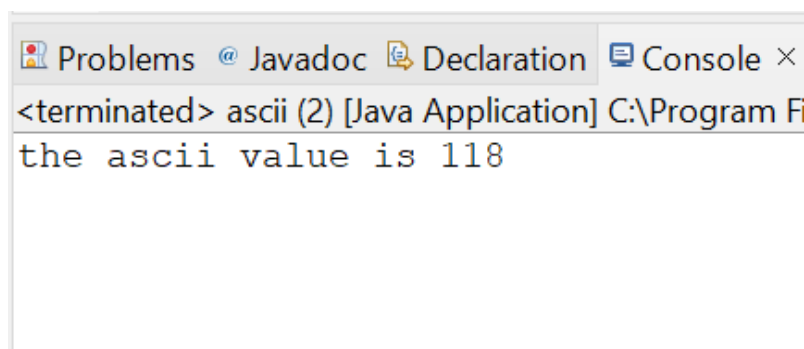
<https://codeshare.io/EBEXrw>



```
<terminated> index [Java Application] C:\Program Files
index : 3
```

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

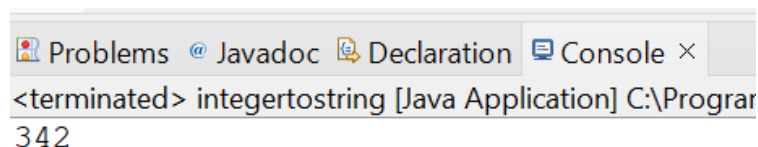
<https://codeshare.io/zyAkZi>



```
<terminated> ascii (2) [Java Application] C:\Program F
the ascii value is 118
```

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

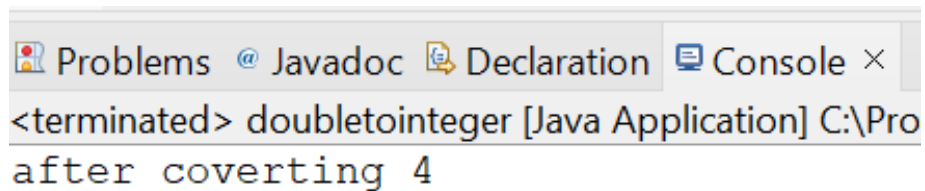
<https://codeshare.io/eV6og9>



```
<terminated> integertostring [Java Application] C:\Prograr
342
```

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

<https://codeshare.io/1Y8BnB>



The screenshot shows a console window with a tab bar at the top containing 'Problems', 'Javadoc', 'Declaration', and 'Console'. The 'Console' tab is active. The output text in the console is: `<terminated> doubletointeger [Java Application] C:\Pro` followed by a new line and `after coverting 4`. The word 'coverting' is misspelled as 'coverting'.