

## Exercises for 05-Assignment

### 01

1. Declare an integer variable, count, on one line and assign it the value 12. Print the value of the variable.

In C, printing can be done using a so called printf statement,

```
printf("count=%d", count);
```

In Java, printing can be done using a so called println statement,

```
System.out.println("count=" + count);
```

2. After the code in (1), assign a new value to the count variable. Print the variable like you did in (1).

### 02

1. Declare an integer variable, temperature, and assign it the value 13. Declaration and assignment should be done on the same line. Print the value of the variable as you did in the first exercise.
2. After the code in (1), assign a new value to the temperature variable. Print the variable.

### 03

So far we have assigned values to variables. Is that all we can do? No, of course not. But we haven't learned so much about things like functions, expressions and so on. Still we will ask you to assign a calculated value to a variable. Let's first start with agreeing on the fact that  $10 + 3$  equals 13. If you don't agree we ask you to go to your teacher.

1. Declare an integer variable, temperature, and assign it the value
2. Declaration and assignment should be done on the same line. Print the value of the variable as you did in the first exercise.
3. After the code in (1), assign the temperature variable  $10 + 3$
4. Print the variable.

## 04

Ok, let's use the variable itself on the right side of the assignment operator (`=`). If we as an example say `x=x+10` the system starts by checking the right side (`x + 10`) and calculates (or evaluates) that. If we assume that `x` had the value 13, then the right side will become 23 since `13 + 10` is 23. After this is done the system will continue by assigning that value, 23, to the `x` variable.

1. Declare an integer variable, `temperature`, and assign it the value 13. Declaration and assignment should be done on the same line. Print the value of the variable as you did in the first exercise.
2. After the code in (1), assign the `temperature` variable the following `temperature + 3`. And finally, print the variable.