

Solutions for assignment

01

1. Let's start by declaring an integer variable.

```
int count;
```

Ok, let's assign it the value 12.

```
count = 12;
```

And finally print it. We haven't told you what `printf` or `println` is, so you have to trust us.

In C:

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

In Java:

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

Solution source code: 01.c, Ex01.java, Ex01.groovy

- 2.

```
int count;  
count = 12;
```

Print the variable as in the previous exercise.

```
count = 34;
```

... and print it like we did before.

Solution source code as in (1).

02

1.

Let's declare an integer variable. The first thing we need to is to specify the type. In this case we were asked to declare an integer so let's use the built in integer type in C and Java. It's called `int`.

The next thing we should specify is the name we want to use, let's go for `temperature`.

Ok, finally we should assign the variable a value, to be more specific 13. So let's use the assignment operator. And as always C and Java wants you to be explicit and specify when your statement is finished. We do this with a `;`

```
int temperature = 13;
```

In C, we print it out using a so called function called `printf`. We'll get to `printf` later on in the course.

```
printf("temp=%d", temperature);
```

In Java, we print it out using a so called method called `println`. We'll get to `println` later on in the course.

```
System.out.println("temp= " + temperature);
```

Solution source code: 01.c, Ex01.java, Ex01.groovy

2.

```
int temperature = 13;
```

The above is really the same as (1). We're asked to assign a new value. We do this in the same way as in (1), but since the variable `temperature` is already declared we don't, fact is we can not, again so we're skipping the declaration.

```
temperature = 31;
```

And print the variable again.

Solution source code is the same as above.

03

1.

See solution source code: 01.c, Ex01.java, Ex01.groovy

2.

Same as above

04

1.

Let's reuse the code from earlier exercises.

In C:

```
int temperature = 13;

printf("temp=%d", temperature);
```

In Java:

```
int temperature = 13;

println("temp= " + temperature);
```

2.

Ok, now we're going to have some fun. If someone asked you to add 3 to the digit written on a post it note you would have no problem doing that. That's what we're doing on the right side of the assignment operator. And then if someone asked to replace the value on the post it note with the newly calculated sum you'd probably have no problem doing that either, assuming you have a pen.

So let's do that in code. C and Java starts off by calculating the sum on the right side, just as we did in the example with the post it note. And then the sum is assigned to the variable `temperature`.

```
temperature = temperature + 3 ;
```