

UsingVariables1.java

```
1  /**
2   * Created by: martin
3   * Created on: 12/09/17
4   * Program to demonstrate the use of variables
5   */
6
7  class UsingVariables1 {
8
9      public static void main (String [] arguments) {
10
11          // Declaration and initialisation of variables
12          char letter = 'A';
13          int number1 = 25;
14          double number2 = 35.67;
15
16          // Values stored in variables can be output to screen
17          System.out.println("Value stored in letter is " + letter);
18          System.out.println("Value stored in number1 is " + number1);
19          System.out.println("Value stored in number2 is " + number2);
20          System.out.println();
21
22      } //main
23 } //class
```

UsingVariables2.java

```
1  /**
2   * Created by: martin
3   * Created on: 12/09/17
4   * Program to demonstrate the use of variables
5   */
6
7  class UsingVariables2 {
8
9      public static void main (String [] arguments) {
10
11          // Declaration and initialisation of variables
12          char letter = 'A';
13          int number1 = 25;
14          double number2 = 35.67;
15
16          // Values stored in variables can be output to screen
17          System.out.println("Value stored in letter is " + letter);
18          System.out.println("Value stored in number1 is " + number1);
19          System.out.println("Value stored in number2 is " + number2);
20          System.out.println();
21
22          // Values of the variables can be changed
23          letter = 'B';
24          number1 = 157;
25          number2 = -157.69;
26
27          //Values stored in variables output to screen
28          System.out.println("Value now in letter is " + letter);
29          System.out.println("Value now in number1 is " + number1);
30          System.out.println("Value now in number2 is " + number2);
31          System.out.println();
32
33      } //main
34 } //class
```

SwapNumbers.java

```
1  /**
2   * Created by: martin
3   * Created on: 12/09/17
4   * Program to swap two numbers
5   */
6
7  public class SwapNumbers {
8
9      public static void main(String[] args) {
10
11         int number1, number2;    // declare 2 integer variables
12         number1 = 25;           // store 25 in number1
13         number2 = 39;           // store 39 in number2
14         int temp;               // declare third variable to act
15                                 // as a temporary variable
16
17         // Print out initial values to screen
18         System.out.println("The value of number1 is " + number1);
19         System.out.println("The value of number2 is " + number2);
20         System.out.println();
21
22         temp = number1;         // copy value of number1 into temp
23         number1 = number2;     // copy value in number2 into number1
24         number2 = temp;        // copy value in temp into number2
25
26         // Print out new values to screen
27         System.out.println ("Value of number1 is now " + number1);
28         System.out.println ("Value of number2 is now " + number2);
29
30     } //main
31 } //class
```

Rectangle1.java

```
1  /**
2   * Created by: martin
3   * Created on: 12/09/17
4   * Program to calculate and print out the perimeter and
5   *   area of a rectangle
6   */
7
8  public class Rectangle1 {
9
10     public static void main(String[] args) {
11
12         // Declare 4 variables to hold length,
13         // breadth, perimeter and area
14         double length, breadth, area, perimeter;
15
16         // Assign values to length and breadth
17         length = 24.7;
18         System.out.println("Rectangle length = " + length);
19
20         breadth = 25.9;
21         System.out.println("Rectangle breadth = " + breadth);
22
23         // Calculate, store and print out the area
24         area = length * breadth;
25         System.out.println("Rectangle Area = " + area);
26
27         // Calculate, store and print out the perimeter
28         perimeter = (length + breadth) * 2.0;
29         System.out.println("Rectangle Perimeter = " + perimeter);
30
31     } //main
32 } //class
```