

# Computer Science I Lab

CMSC 120

## -Variables and Literals Lab

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Topics

- Variables
- Literals
- Simple mathematical operations

Goals

- Learn to store, retrieve, and display data
- Practice programming, debugging, and testing

Problems  
and  
Programs

Design, develop, compile, debug, execute, and test Java programs to do the following:

### Required

1. Create a **String** variable to store your grade level (freshman/sophomore/etc.) and display it using `System.out.print()` or `System.out.println()`.
2. Create an **int** variable named *theAnswer*. Assign it to the value of your favorite product of 6 and 7 using the **multiplication (\*)** operator.
3. Display the following, replacing *theAnswer* with the value of your variable used above:

```
The answer to the question of life, the
universe, and everything is theAnswer!
```

### Optional

4. Create variables with the appropriate data types for your name, your age, and the name of your favorite game.
5. Print out the following, replacing my information with the values of your variables:

```
Hello, my name is Ryan, I'm 21 years old and
addicted to Peggle.
```