

Programming Exercise 3.2

Variables And Values

Purpose. Learn how to declare variables, assign values to variables, and output their values to the console screen with proper labeling.

Using a code or text editor of your choosing, create a Java program file named **MyProfile.java**.

Requirements.

1. Copy the contents of **Declarations.java** from chapter 3. Save it as **MyProfile.java**, compile and run.
2. Assign values of your choosing to each of the four variables – use real or fictitious values.
3. Send each of the four values to output, with label to identify each.

Algorithm.

```
Declare an integer variable and assign a value of your choosing.  
Declare a floating point variable and assign a value of your choosing.  
Declare 1-character text variable and assign a value of your choosing.  
Declare multi-character text variable and assign a value of your choosing.  
Output the value of the integer variable, with a label.  
Output the value of the floating point variable, with a label.  
Output the value of the 1-character text variable, with a label.  
Output the value of the multi-character text variable, with a label.
```

Example. The output should look like this, but with the labels as you wrote them and with the values you assigned to your variables:

```
My age is 21  
...  
My gender is M
```