Exercises

This page is written in AsciiDoc, which enables some nice features like automatic section numbering, admonitions (which is what this section is) and collapsible sections for solutions. Using passthrough blocks, we can also include interactive exercises like Parsons problems.

1. Code Reading

What is the output of the following program?

```
public class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello, " + "World!");
    }
}
```

▼ **Solution**

```
Hello, World!
```

2. Comments

Which of the following lines of code are valid and, if so, what do they print?

a) `System.out.println(/*"Hi"*/);`

b) `System.out.println("println()");`

c) `// System.out.println("Hi");`

d) `/**/ System.out.println("//Hi");`

e) `/* System.out.println("Hi */");`

f) `System.out.println("println("Hi")");`

▶ **Solution** (not available in the PDF version)

3. Code Writing

Compose a program that outputs the following text:

```
Once upon a time...
The end.
```

using some of the following lines of code. Beware of the distractor lines, which are not needed. You also have to get the indentation right.

```
}
}
System.out.println(Once upon a time...);
public static void main(String[] args) {
public class Story
System.out.println(The end.);
System.out.println("Once upon a time...");
System.out.println("Once upon a time...")
public class Story {
System.out.println("The end.");
public static void start(String[] args) {
```

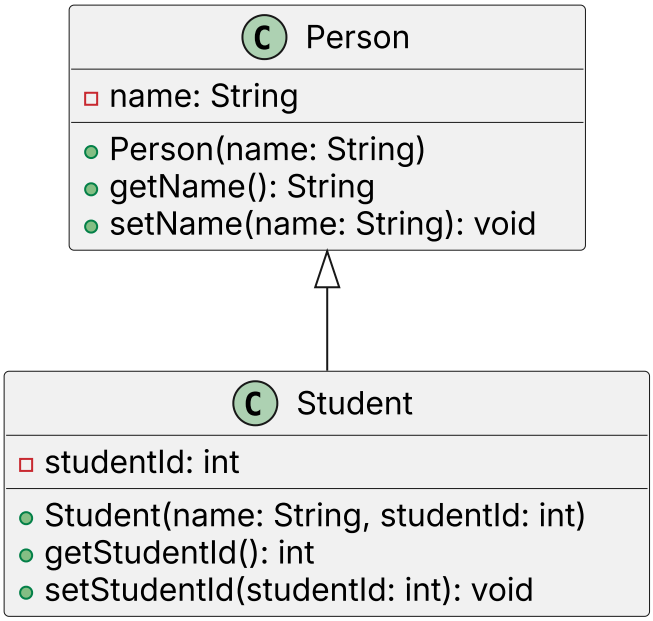
4. Math

Write a program that calculates the sum of two numbers, a and b, and outputs the result:

$$r = a + b$$

5. Code Writing from Class Diagram

Convert the following class diagram to Java code:



The diagram above was generated automatically from PlantUML code.