

## AP CS Expression, Variables & Loops Lab Worksheet

Portions from the Supplemental Labs from: [Building Java Programs](http://www.buildingjavaprograms.com/), for Chapter 2 by Stuart Reges and Marty Stepp (<http://www.buildingjavaprograms.com/>)

### Expressions

1. Compute the value of each expression below. Be sure to list a literal of appropriate type (e.g., 7.0 rather than 7 for a double, string literals in quotes).

Expression

$4 * 3/8 + 2.5 * 2$

$26 \% 10 \% 4 * 3$

$(5 * 7.0/2 - 2.5)/5 * 2$

$12/7 * 4.4 * 2/4$

"hello 34 " + 2 \* 4

"2 + 2 " + 3 + 4

3 + 4 + " 2 + 2"

$41 \% 7 * 3/5 + 5/2 * 2.5$

$22 + 4 * 2$

$10.0/2/4$

$23 \% 8 \% 3$

$17 \% 10/4$

$8/5 + 13/2/3.0$

$12 - 2 - 3$

$6/2 + 7/3$

$6 * 7\%4$

Expression

$(2.5 + 3.5)/2$

$9/4 * 2.0 - 5/4$

$3 * 4 + 2 * 3$

$177 \% 100 \% 10/2$

$9/2.0 + 7/3 - 3.0/2$

$813 \% 100/3 + 2.4$

$27/2/2.0 * (4.3 + 1.7) - 8/3$

$89 \% (5 + 5) \% 5$

$4.0/2 * 9/2$

$392/10 \% 10/2$

$53/5/(0.6 + 1.4)/2 + 13/2$

$8 * 2 - 7/4$

$37 \% 20 \% 3 * 4$

$2.5 * 2 + 8/5.0 + 10/3$

$2 * 3/4 * 2/4.0 + 4.5 - 1$

$89 \% 10/4 * 2.0/5 + (1.5 + 1.0/2) * 2$

### Variables

2. What is the output from the following code? [Do NOT enter it into JGrasp]

```
public class LabTest {
    public static void main(String[] args) {
        int max;
        int min = 10;
        max = 17 - 4 / 10;
        max = max + 6;
        min = max - min;
        System.out.println(max * 2);
        System.out.println(max + min);
        System.out.println(max);
        System.out.println(min);
    }
}
```

## for Loops

3. Assume that you have a variable called `count` that will take on the values 1, 2, 3, 4, and so on. You are going to formulate expressions in terms of `count` that will yield different sequences. For example, to get the sequence 2, 4, 6, 8, 10, 12, ..., you would use the expression  $(2 * \text{count})$ . Fill in the table below, indicating an expression that will generate each sequence.

Sequence	Expression
4, 19, 34, 49, 64, 79, ...	
30, 20, 10, 0, -10, -20, ...	
-7, -3, 1, 5, 9, 13, ...	
97, 94, 91, 88, 85, 82, ...	

4. Create a class and call it something descriptive. Write and call methods that do the following (don't worry about any extra blank newlines):
- Print out the sequence 97, 94, 91, 88, 85, 82 using a loop
  - Print out all odd numbers between 1 and 21 (inclusive) using a loop

## Nested for Loops

5. What output is produced by the following program? [Do NOT enter it into JGrasp]

```
public class Loops {
    public static void main(String[] args) {
        for (int i = 1; i <= 10; i++) {
            for (int j = 1; j <= 10 - i; j++) {
                System.out.print(" ");
            }
            for (int j = 1; j <= 2 * i - 1; j++) {
                System.out.print("*");
            }
            System.out.println();
        }
    }
}
```

6. Write a static method named `drawFigure` that produces the following output. Use `for` loops to capture the structure of the figure.

```
////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
////////////////////////*****\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
////////////////////////*****\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
//////*****\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
*****
```

7. Modify your method from the previous exercise so that it uses a class constant for the figure's size. The previous output used a constant size of 5. Here is the output for a constant size of 3:

```
////////\\\\\\\\\\\\\\\
//////*****\\\\\\
*****
```