

1. Write the command that is used to create a file named **Hello.java** using the vi editor.

```
vi Hello.java
```

2. Write the command that compiles the source code found in a file named **Hello.java**.

```
javac Hello.java
```

3. Write the command that runs the program that is compiled in problem 3.

```
java Hello
```

4. Write the simplest complete Java program that print your name to the screen.

```
class Hello {  
    public static void main(String[] args) {  
        System.out.println("Eric");  
    }  
}
```

5. Write a statement that declares a variable named **weight** which can hold a decimal value and is initialized to the value **20.75**.

```
double weight = 20.75;
```

6. Write a statement that creates an instance of the **Scanner** class which can be used to read the input typed from the keyboard.

```
Scanner kb = new Scanner(System.in);
```

7. Write a fragment of code that asks the user to enter their age, uses the Scanner declared in problem 6 to read the value they entered from the keyboard, and stores the value in a variable named **age**.

```
System.out.println("Please enter your age");  
int age = kb.nextInt();
```

8. Write a fragment of code that prints "**Older than 20**" if the value in the variable named **age** (declared in problem 7) is greater than 20; otherwise prints "**20 or younger**".

```
if (age > 20) {  
    System.out.println("Older than 20");  
}  
else {  
    System.out.println("20 or younger");  
}
```

9. Write a fragment of code that prints "**Between 20 and 30**" if the value in the variable named **age** is between 20 and 30 (inclusively); otherwise prints "**Not between 20 and 30**".

```
if (age >= 20 && age <= 30) {  
    System.out.println("Between 20 and 30");  
}  
else {  
    System.out.println("Not between 20 and 30");  
}
```

10. Write a fragment of code that prints "**Equal to 20 or 30**" if the value in the variable named **age** is equal to 20 or equal to 30; otherwise prints "**Not equal to 20 or 30**".

```
if (age == 20 || age == 30) {  
    System.out.println("Equal to 20 or 30");  
}  
else {  
    System.out.println("Not equal to 20 or 30");  
}
```