

1. (a) Define a string variable *myStr*; (b) assign "Hello" to *myStr*; (c) output *myStr* to the monitor; (d) reassign "VWC" to *myStr*; (f) output *myStr* to the monitor .

```
String myStr;  
myStr = "Hello";  
System.out.println(myStr);    // "Hello"  
myStr = "VWC";  
System.out.println(myStr);    // "VWC"
```

2. (a) Define a string variable *aStr*; (b) assign "CS112" to *aStr*; (c) output *aStr* to the monitor; (c) reassign "USA" to *aStr*; (d) output *aStr* to the monitor .

```
String aStr;  
aStr = "CS112";  
System.out.println(aStr);  
aStr = "USA";  
System.out.println(aStr);
```

3. (a) Define a character variable *myChar*; (b) assign 'A' to *myChar*; (c) output *myChar* to the monitor; (d) reassign 'Z' to *myChar*; (f) output *myChar* to the monitor .

```
char myChar;  
myChar = 'A';  
System.out.println(myChar + " ");  
myChar = 'Z';  
System.out.println(myChar + " ");
```

4. Prompt a message and let the user input his/her first name, and then out a greeting, "Hi, xxx".

```
System.out.print("First name? ");  
String firstName;  
firstName = input.next();    // page. 10  
System.out.println("Hi, " + firstName);
```

5. Write the statements to read the user's phone number, and then out the message "your phone number is xxxxxxxxxx".

```
String phoneNumber;  
phoneNumber = input.next();  
System.out.println("your phone number is " + phoneNumber);
```