CSCI-101 Programming I
Exam 1

Instructions

Please follow the rules below as you work through this exam.

- Please leave all notebooks and electronics (including cell phones and smart watches) at the side of the room.
- This is a closed book/closed notes exam.
- **Do not spend too much time on any one problem.** You have 50 minutes to complete this exam.
- Partial credit is awarded.
- Please write legibly. If I cannot read your answers, I cannot give you credit.
- Please write your answers **in the order specified**. If you need additional paper, please raise your hand to ask your instructor for additional paper.
- Your code must be written to behave as specified.
- You must properly use all identifiers that are explicitly stated.
- Please use proper and consistent coding conventions (spacing, naming identifiers, etc.).
- Please stay in your seat until you are ready to hand in your exam. You may leave when you are finished.
- Once you leave the testing room you cannot return until the exam is over. If you need to use the restroom, please use it now.

Assume the code you are writing for this exam is placed in a file named **Exam1.java.** Write a complete program that satisfies the Program Requirements shown below.

1. Print to the screen the string of characters **Exam 1.**
2. Print to the screen the string of characters **_____**.

3. Write a statement that creates a Scanner that can be used to read data from the keyboard.

4. Ask the user to enter the name of an actor. Read the value into a variable named **actor.** Allow for multi-word names, like James Bond.

5. Declare a variable named **initial** and set it to the first character of the string held in the variable named **actor**.

6. Ask the user to enter 3 decimal values. Read the value into variables named **number1**, **number2**, and **number3.**

7. Declare a variable named **triple** and using the ?: operator set **triple** to **-1** if the value in the variable named **number1** is **0**, otherwise set **triple** to 3 times the value in the variable named **number1**.

8. Using conditional statements and the values stored in the variables named **number1**, **number2**, and **number3**, determine the largest value of the three and store the result in a variable named **largestNumber**. Print to the screen **largest number:** followed by the value stored in the variable named **largestNumber**.

9. Write a segment of code that uses a while-loop to print to the screen, on a single line with spaces between them, the numbers between 10 and 100 (inclusively) *from largest to smallest*.

10. Write a segment of code that uses a for-loop to print to the screen, on a single line with spaces between them, the numbers between 10 and 100 (inclusively) *from smallest to largest*.

11. Write a segment of code that repeatedly asks the user to enter an integer. Count the number of integers that the user enters that are multiples of 5 and store the result in a variable named **count**. When the user enters **0**, exit the loop and then print **count:** followed by the value in the variable named **count**.