

CSCI-101 Programming I

Lab 2

Log into cs.bridgewater.edu.

Change your working directory to your **csci101/labs** directory inside your repository.

Make a directory named **lab2**.

Change your working directory to **lab2**.

**As you develop this program, and all other programs,
save your file, compile, and test your code often.**

Create a program in a file named **Lab2.java** in your **lab2** directory. Include in the program the statements necessary to achieve the following:

1. Ask the user to enter their name.
2. Read the user's name into a variable named **name**.
3. Print to the screen "Welcome " followed by their name.

4. Ask the user to enter 3 integers.
5. Read the integers and store them in variables named **var1**, **var2**, and **var3**.

6. If the value in **var1** is larger than or equal to **var2**, print "**var1 larger than or equal to var2**".
7. If the value of **var1** is larger than or equal to **var2** AND **var1** is larger than or equal to **var3** print "**var1 is larger or equal to all others**".

8. Declare a variable named **max** and set it equal to **0**.
9. If the value in **var1** is larger than or equal to **var2** AND **var1** is larger than or equal to **var3** then set **max** equal to the value of **var1**.
10. Print the screen "**max (var1, var2):** " then the value in **max**.

11. Set **max** equal to the largest of the values in **var1**, **var2**, and **var3**.
12. print "**max (var1, var2, var3):** " followed by the value in **max**.

13. Declare a variable named **min** and set it equal to **0**.
14. Set **min** equal to the smallest of the values in **var1**, **var2**, and **var3**.
15. Print "**min(var1, var2, var3):** " followed by the value in **min**.

16. If the value in **var1** is even print "**var1 is even**".
17. If the value in **var1** is even AND the value in **var2** is even then print "**var1 and var2 are both even**".

18. Declare a variable named **allEven** and set it to **false**.
19. If the values in **var1**, **var2**, and **var3** are all even then set **allEven** to **true**.
20. Print to the screen "**All are even:** " followed by the value in **allEven**.

21. Declare a variable named **count** and initialize it to **0**.
22. If the value in **var1** is even, set **count** equal to **count** plus **1**.
23. Print "**count:** " followed by the value in **count**.

24. If the value in **var2** is even, set **count** equal to **count** plus **1**.
25. Print "**count:** " followed by the value in **count**.

26. If the value in **var3** is even, set **count** equal to **count** plus **1**.
27. Print "**number of vars that are even:** " followed by the value in **count**.

When complete, push your code to GitHub and verify your code is there using a browser.