CSCI-101 Programming I
Lab 3a

Log into cs.bridgwater.edu and change your working directory to your **csci101/labs** directory in our shared github repository.

Create a directory named **lab3** in your **labs** directory.

Change your working directory to your **lab3** directory.

Create a program in a file named **Lab3a.java** in your **labs3** directory. Include in the program the statements necessary to achieve the following.

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

1. Declare a Scanner that can read from the keyboard.

2. Declare a variable named **age** and initialize it to the value **18**.
3. Print to the screen the value in the variable **age**.

4. Declare a variable named **name** and initialize it to the value "**Mahan**".
5. Print to the screen the value in the variable **name**.

6. Declare a variable named **volume** and initialize it to the value **20.5**.
7. Print to the screen the string "**volume:** " followed by the value in the variable **volume**.

8. Declare a variable named **hasLoggedIn** and initialize it to the value **true**.
9. Print to the screen the string "**hasLoggedIn:** " followed by the value in the variable **hasLoggedIn**.

10. Ask the user to enter their favorite color.
11. Read the name from the keyboard and store the value in a variable named **favColor**.
12. Print to the screen the string "**favorite color:** " followed by the value in the variable **favColor**.

13. Ask the user to enter an integer.
14. Read the integer from the keyboard and store the value in a variable named **length**.
15. Print to the screen the string "**length:** " followed by the value in **length**.

16. Ask the user to enter a decimal value.
17. Read the value from the keyboard and store the value in the variable named **gpa**.
18. Print to the screen the string "**gpa:** " followed by the value in **gpa**.