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 front, side, or back 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 **Wassa-wassa-what?**.

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

3. Ask the user to enter their street address. Read the value into a variable named **address**. Allow for spaces, like in the address **123 Main Street**.

4. Declare a variable named **letter** and set it to the third character of the string held in the variable named **address**, then print to the screen **third letter:** followed by the value held in the variable **letter.**

5. Ask the user to enter 3 decimal values. Read the value into variables named **value1**, **value2**, and **value3**.

6. Declare a variable named **min** and set it equal to the smallest value held in the variables **value1**, **value2**, and **value3**.

7. Declare a variable **isOdd** and set it to **true** if the value in the variable **min** is odd, otherwise set **isOdd** to **false**. // Bad problem

8. 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 **21** and **35** (inclusively) *from largest to smallest*.

9. 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 **21** and **35** (inclusively) *from smallest to largest*.

10. Write a segment of code that repeatedly asks the user to enter an integer value. Count the number of values that the user enters that are *greater than 75* and store the result in a variable named **count**. When the user enters **-1**, exit the loop and then print **count:** followed by the value in the variable named **count**.