

CSCI-101 Programming I

Lab 2d

Create a program in a file named **Lab2d.java** in your **lab2** directory. Include in the program the statements necessary to achieve the following.

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

1. Declare a Scanner that can read from the keyboard.
2. Ask the user to enter their age.
3. Read the value the user entered and store it in a variable named **age**.
4. Print to the screen "**age:** " followed by the value in the variable **age**.
5. Declare a variable named **betweenTenAndTwenty** and set it to **true** if the value in **age** is between 10 and 20; otherwise set it to **false**.
6. Print to the screen the string "**between 10 and 20:** " followed by the value in the variable **betweenTenAndTwenty**.
7. Ask the user to enter their gpa as a decimal number.
8. Read the value the user entered and store it in a variable named **gpa**.
9. Print to the screen the string "**gpa:** " followed by the value in the variable **gpa**.
10. Declare a variable named **greaterThanB** and set it to **true** if the value in **gpa** is greater than 3.0; otherwise set it to **false**.
11. Print to the screen the string "**greater than B:** " followed by the value in the variable **greaterThanB**.
12. Ask the user to enter their first name.
13. Read the value the user entered and store it in a variable named **name**.
14. Print to the screen the value in the variable **name**.
15. Ask the user to enter their favorite color.
16. Read the value from the keyboard and store the value in a variable named **favColor**.
17. Print to the screen the string "**favorite color:** " followed by the value in the variable **favColor**.

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