



1. Explain what “costumes” in Scratch are and how they are used.

2. Explain what a “sprite” is in Scratch.

3. On what part of the Scratch screen does the “code” go, and what is the code area called?

1. Which of the following are not legal Java statements? Explain why.

```
int i;  
17 = i;  
double x = 7;  
i = x;  
string word = "word";  
boolean isTrue = false;  
x += i;
```

2. List four primitive types.

3. Give an example of a non-primitive type.

1. Complete the program below so that it displays “Icy” if the integer entered is less than zero and “Hot” if it is greater than 100.

```
public void static main(String [] args) {  
    Scanner in = new Scanner(System.in);  
    System.out.println("Enter a temperature: ");  
    int temp = in.nextInt();
```

2. Write a program that asks the user to enter two temperature values (as integers) and displays “Icy Hot” if one of the two integers entered is below 0 and the other is above 100.

1. Complete the program below so that it displays "The sum of two equals the other" if it is possible to add two of the ints to get the third (otherwise it should not display anything).

```
public void static main(String [] args) {  
    Scanner in = new Scanner(System.in);  
    System.out.println("Enter three integers:");  
    int first = in.nextInt();  
    int second = in.nextInt();  
    int third = in.nextInt();
```

```
}
```

More on the back...

2. Complete the following program so that it displays the sum of all the numbers entered that have a unique value. Some examples: 1, 2, 3 should result in $1 + 2 + 3 = 6$. 3, 2, 3 should result in 2 (we ignore the two 3s here). 3, 3, 3 should result in 0 (we ignore all three 3s here since no number is unique).

```
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}
```