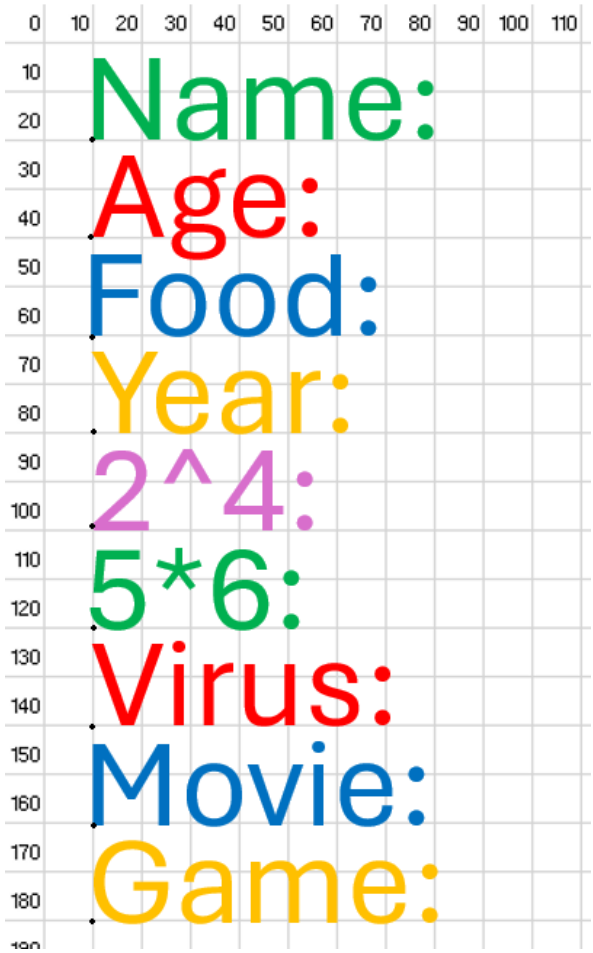
Printing Values

- Declare 7 additional variables (to make a total of 9).
- Print them on the screen as shown for the first two pieces.

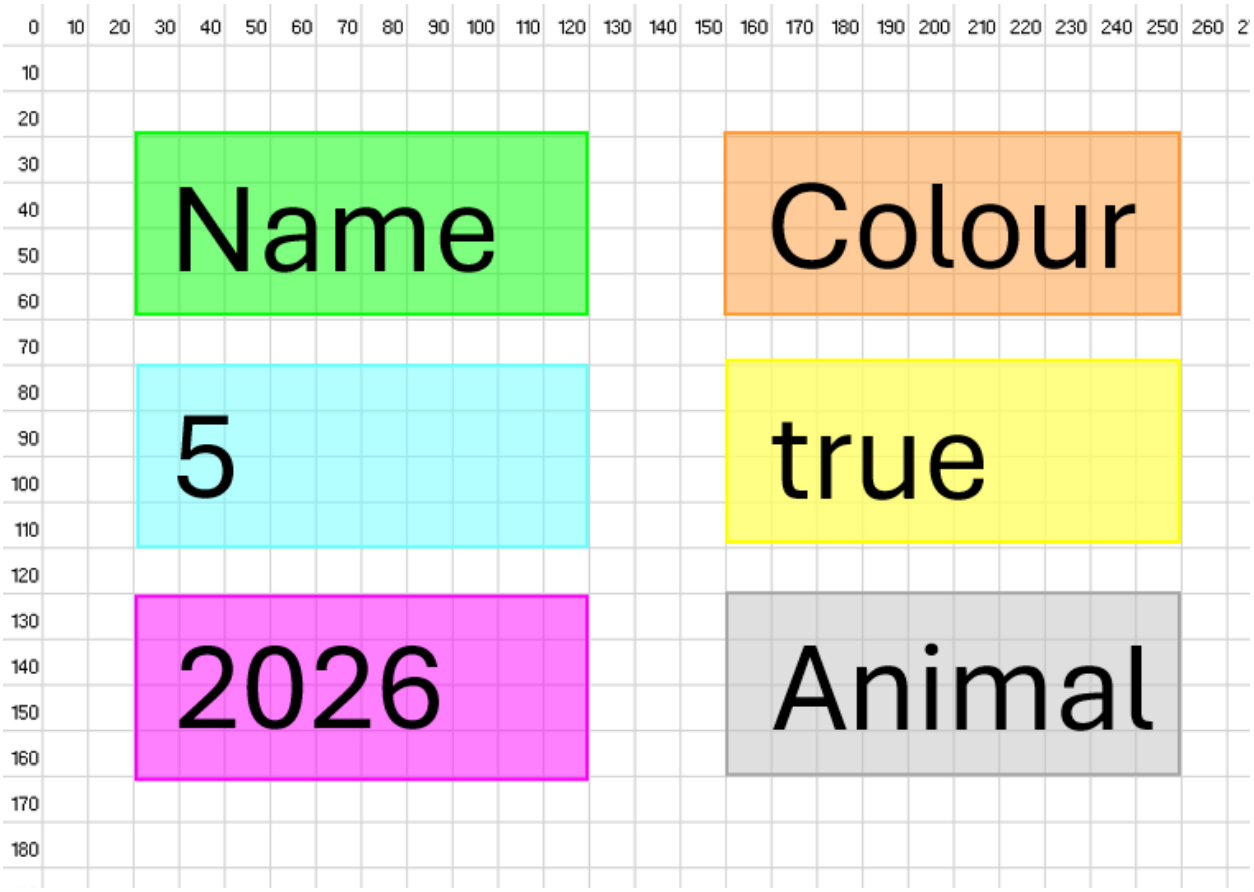


Starter Code:

```
import java.awt.*;
import java.applet.Applet;
public class Code1A_PrintVariables extends Applet
{
    //Declare your variables here
    String name = "Sara Bellum";
    int age = 23;

    public void paint (Graphics g)
    {
        g.setFont (new Font ("Arial", Font.PLAIN, 18));
        //Print your variables here
        g.setColor (Color.green);
        g.drawString ("Name: " + name, 10, 20);
        g.setColor (Color.red);
        g.drawString ("Age: " + age, 10, 40);
    }
}
```

Variables on Boxes




```
import java.awt.*;
import java.applet.Applet;
public class Code1B_VariableOnBox extends Applet
{
    //Declare your variables here
    String v1 = "Name";


    public void paint (Graphics g)
    {
        g.setFont (new Font ("Arial", Font.PLAIN, 20));
        //Green Box + Variable
        g.setColor (Color.green);
        g.fillRect (20, 20, 100, 40);
        g.setColor (Color.black);
        g.drawString (v1, 30, 50);

    }
}
```