Java says, “My favorite color is blue.”

```java
String favoriteColor = "blue";
System.out.println("My favorite color is " + favoriteColor + ".");
```
Java says, “My favorite color is blue. No wait, my favorite color is red!”

```java
String favoriteColor = "blue";
System.out.print("My favorite color is " +
    favoriteColor + ". ");
favoriteColor = "red";
System.out.print("No wait, my favorite color is " +
    favoriteColor);
```
We can’t stop here this is bat country.

```java
while (isBatCountry){
    keepGoing();
}
```
Alternatively

We can’t stop here this is bat country.

```java
public static boolean canWeStopHere(){
    if(thisIsBatCountry){
        return False;
    } else {
        return True;
    }
}
```

which can be simplified to

```java
public static boolean canWeStopHere(){
    //return not this is bat country.
    return ! thisIsBatCountry;
}
```
If I play rock and you play scissors, then I win, but if I play rock and you play paper, then you win.

```java
if (myPlay.equals(Rock) && yourPlay.equals(Scissors)) {
    winner = me;
} else if (myPlay.equals(Rock) && yourPlay.equals(Paper)) {
    winner = you;
}
```
While we are not there yet, keep driving. Once we get there, pull into the driveway and park the car.

```java
while (notArrived) {
    car.keepDriving();
}

while (notArrived) {
    car.keepDriving();
}

while (notArrived) {
    car.keepDriving();
}

while (notArrived) {
    car.keepDriving();
}

car.pullIntoDriveway();
car.park();
```
Multiply eight times six and call the resulting integer \( x \).

```c
int x = 8 * 6;
```
Refer to 555-1234 as Jamie’s number.

String jamiesNumber = "555-1234";
Build a red hot rod MK4 roadster and make it available to me. I will name it awesome car. I changed my mind. Make it yellow.

```java
Car awesomeCar = new Car("MK4 roadster");
awesomeCar.setColor(Color.red);
awesomeCar.setColor(Color.yellow);
```
If the moon is full, then Lawrence will turn into a werewolf.

```java
boolean fullMoon = lunarCycle.isFull();
Person lycanthrope = new Person();
lycanthrope.setName("Lawrence");
if (fullMoon){
    lycanthrope.setWerewolf(true);
} else {
    lycanthrope.setWerewolf(false);
}
```
Alternatively

If the moon is full, then Lawrence will turn into a werewolf.

```java
boolean fullMoon = lunarCycle.isFull();
Person lycanthrope = new Person();
lycanthrope.setName("Lawrence");
lycanthrope.setWerewolf(fullMoon);
```
Context is important

As in English, context is important in Java. The word “add” has a different meaning here than it has on the next slide.

Add this word to that word and tell me what you get.

Java says, “I get peppermint”.

```java
String thisWord = "pepper";
String thatWord = "mint";
System.out.println("I get " + thisWord + thatWord);
```
Context is important

Java, add 6 to x and tell me what x is after that. Java says, “x is 10”.

```java
int x = 4;
x = x + 6;
System.out.println("x is "+x);
```
Tell me your favorite number, Java. Java says, “My favorite number is 7”.

```java
int favoriteNumber = 7;
String response = "My favorite number is " + favoriteNumber;
System.out.println(response);
```