Exercise 1: Write a Java program (name it Lab2Exercise1) that reads three integers (say intX, intY, and intZ) and prints out their values on separate lines with proper labels, followed by their average with proper label. Comment your code properly.

Exercise 2: Write a Java program (name it Lab2Exercise2) that reads two floating-point numbers (say floatR and floatT) and prints out their values, sum, difference, and product on separate lines with proper labels. Comment your code properly.

Exercise 3: Write a Java program (name it Lab2Exercise3) to test reading and printing out values for all Java primitive types. Use the following variable declarations in your code.

```
// variable declaration section
byte byteValue;
short shortValue;
int intValue;
long longValue;
float floatValue;
double doubleValue;
```

For each variable, prompt the user to enter a value and have the program print out the entered value with proper label. For examples:

```
// read input values section
System.out.print("Enter byte value: ");
byteValue = scan.nextByte();

// print out outputs section
System.out.println("\nThe byte value is: \t" + byteValue);
```

For help using the Scanner class, see program GasMileage from lab 1 and textbook, page 45 for Scanner class methods. Notice that the Java escape sequence \n gives a new line in the output and \t gives a tab on the current output line.

Exercise 4: Write a Java program (name it Lab2Exercise4) that reads an integer values representing the side of a square shape and prints out the square’s area and perimeter. Use proper labels for all outputs and comment your code properly.

Exercise 5: Write a Java program (name it Lab2Exercise5) that determines the values of coins in a jar and prints out the total dollars and cents. The program prompts the user to enter the number of coins (quarters, dimes, nickels, and pennies). Print out the number of coins entered for each coin type on separate lines followed by the total amount of money in the jar as dollars and cents, such as: Total = 321 Dollars and 34 Cents. Use proper labels for all outputs and comment your code properly.
**Exercise 6:** Work programming exercise 2.9, page 71 (name it Lab2Exercise6). Make sure the program has a proper header and inline comments. Use proper labels in the outputs as indicated in the textbook.

**Exercise 7:** Work programming exercise 2.12, page 71 (name it Lab2Exercise7). Make sure the program has a proper header and inline comments. Use proper labels in the outputs as indicated in the textbook.

**Exercise 8:** Work programming exercise 2.18, page 73 (name it Lab2Exercise8). Make sure the program has a proper header and inline comments. Use proper labels in the outputs as indicated in the textbook.

**Submission:**

1. Save all programs.
2. Submit programs to the appropriate Dropbox folders in D2L.