

Java Variables – Manipulating Variables



Previous slides have illustrated how values can be initialised or assigned to variables ...

```
String print_value = "Yesterday, all my troubles seemed so far away,\n";
```

Here the original value is added to existing values in the String ...

```
print_value = print_value + "now it looks as though they're here to stay,\n";  
print_value = print_value + "oh I believe in Yesterday.";
```

In the above example, the variable *print_value* is initialised then appended to several times before its contents is displayed.

Note the use of the + sign to concatenate (append) the values to the existing value in *print_value*, if the contents are to be overwritten this concatenation would be unnecessary.

Java Variables – Manipulating Variables



The previous example can be shortcut by removing the reference to the original contents of the variable and using an equals sign instead ...

```
String print_value = "Yesterday, all my troubles seemed so far away,\n";  
print_value += "now it looks as though they're here to stay,\n";  
print_value += "oh I believe in Yesterday.";
```

This works equally well with numeric variables, the plus sign being substituted for whatever calculation needs to take place, in this example the int variable has been set to its initial value multiplied by 12 ...

```
int print_value = 100;  
print_value *= 12;
```