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Summary • Review Questions • Problem Set • Programming Exercises Chapter 5 Names, Bindings, and Scopes 197 5.1 Introduction 5.2 Names History Note 5.3 Variables 5.4 The Concept of Binding 5.5 Scope 5.6 Scope and Lifetime 5.7 Referencing Environments 5.8 Named Constants Summary • Review Questions • Problem Set • Programming Exercises

Concepts of Programming Languages | 11th edition | Pearson

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Write a Java program that reads a floating-point number and prints "zero" if the number is zero. Otherwise, print "positive" or "negative". Add "small" if the absolute value of the number is less than 1, or "large" if it exceeds 1,000,000. Go to the editor

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