Lab06

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Outline

- Swap the values of two variables
- Exercises
Swap the values of two variables

```java
int x = 5;
int y = 7;

The following code will set both x and y to 7
x = y;
y = x;
```
Swap the values of two variables

```java
int x = 5;
int y = 7;

The correct way to swap their values is
int temp = x;
x = y;
y = temp;
```
Exercise 1

Create a program that asks the user to input a positive integer, and then outputs the sum of all the digits of the integer.

For example, if the user enters 482, the output should be 14. (Because 4+8+2=14)
Exercise 2

Create a program that outputs the sum of the 100 numbers 1, 2, 3, ......, 98, 99, 100.
Exercise 3

Create a program that keeps asking the user to input a year until the user inputs a leap year. (Google “leap year” if you are not familiar identifying leap years)