Figure 6.1 Some examples using primitive types.

Let's print the sum of the numbers 2 and 3.

```
// TrivialSum: prints out the sum of 2 and 3.
public class TrivialSum {
    public static void main (String[] args) {
        System.out.println(2 + 3);
    }
}
```

Second version of the program body;

```
int firstNumber = 2;
int secondNumber = 3;
System.out.println(firstNumber + secondNumber);
```

Third version;

```
// (same declarations)
System.out.println("2 + 3 = ");
System.out.println(firstNumber + secondNumber);
```

Fourth version;

```
// (same declarations)
System.out.print("2 + 3 = ");
System.out.println(firstNumber + secondNumber);
```

Fifth version;

```
int firstNumber = 2;
int secondNumber = 4;
System.out.print("2 + 3 = ");
System.out.println(firstNumber + secondNumber);
```

Logic errors, unlike syntax errors, are often hard to fix.

Sixth version;

```
// (same declarations as fifth version)
// by writing the actual values in just one place, the error is avoided
System.out.print(firstNumber + " + " + secondNumber + " = ");
System.out.println(firstNumber + secondNumber);
```