

Input

```
public class JavaApplication100 {  
    int x = 100; // Good coloring  
    float y = 3.5; // Good coloring  
    String s1 = "Hello, My name is John"; // Good coloring  
    String s2 = " \" "; // Good coloring  
  
    char c1 = 'a'; // Not colored :(  
  
    char c2 = '\"'; // This 2 line detect it as 2 strings  
    String s = "Help me!"; // but it is not correct. // BAD!  
}
```