

# Type or Value?

For each item on the left, indicate whether it is a *type* of data, or a specific value or *instance* of a data type.

1. "Bootstrap" \_\_\_\_\_

2. data LocationState:  
 | location(x :: Number,  
 y :: Number)  
end \_\_\_\_\_

3. location(50, 200) \_\_\_\_\_

4. Boolean \_\_\_\_\_

5. data GameState:  
 | game(score :: Number,  
 timer :: Number,  
 playerX :: Number,  
 playerY :: Number)  
end \_\_\_\_\_

6. Number \_\_\_\_\_

7. game(0, 10, 100, 40) \_\_\_\_\_