**Java Variables and Data types**

1. **What is statically typed and Dynamically typed Programming language?**

A statically typed language is a language where variable types are known at compile time, Java , C ,C++ are statically typed programming language.A dynamically typed language is a language where variable types are known at run time , Python is a typed programming language.

**2. What is the variable in java?**

A variable is a container which holds the value while the Java program is executed. A variable is assigned with a data type.Variable is a name of memory location. There are three types of variables in java:

1. Local
2. Instance
3. Static

There are two types of data types in java:

1. Primitive
2. Non-primitive

**3. How to assign a value to variables?**

We can assign the value to a variable by using the assignment operator.

Example: int a = 10;

**4. What are primitive data types in java?**

Primitive data types are predefined . Primitive data types include byte , short, int,long,float,double,boolean and char.

**5. What are the identifiers in java?**

Identifiers in java are names that distinguish between different Java entities, such as classes,methods,variables, and packages. Identifiers include the name of classes , methods,variables,packages,constants,etc. These identifiers are each specified using a specific syntax and naming scheme.

**6. List the operators in java.**

1. Assignment operators **(=)**
2. Arithmetic operators**(+,-,\*,/,%)**
3. Unary operators**(+,-,++,--,!)**
4. Equality and relational operators**(==,!=,>,>=,<,<=)**
5. Conditional operators**(&&,||,?:)**
6. Type comparison operators**(instanceof)**
7. Bitwise and bit shift operators**(~,<<,>>,>>>,&,^,|)**

**7.Explain about increment and decrement operators and give an example.**

Increment operator is a unary type operator which increases the value of variable by 1 and the decrement operator is also a unary type operator which decreases the value of variable by 1.

**Example:**

**a=5;**

**a++ // value of a will become 6**

**++a // value of a will become 7**

**– a // value of a will become 6**

**a– // value of a will become 5.**

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