

```

import UIKit

var a:String = "hello world"
var b:Int = 10
var c:Float = 1.2
var d:Double = 1.5
var e:Bool = true
var f:Character = "a"

// var is variable, and the value is changeable
// let is constant, the value can not change once it's defined

let g:Int = 12 //g can not be changed

// when define the variable var, there is no need to pre define the type of the var
// swift can automatically detect the type
var l = "hello world"
type(of: l)
print(type(of: l))

print("stephen\ncurry")
// \n start a new line

var z = "swift"
print(a + z)
print(a + "\(g)") // concate different types of variable \()
var s = false
print("\(true) - \(100) - \(1.5) - " + a)

/* multipule lines of
comment
*/

```