Assignment – 4

1. First, dynamically-typed languages perform type checking at runtime, while statically typed languages perform type checking at compile time.
2. Variables are containers for storing data values. In Java, there are different types of variables, for example: String - stores text, such as "Hello". String values are surrounded by double quotes. int - stores integers (whole numbers), without decimals, such as 123 or -123.
3. type variableName = value; Where type is one of Java's types (such as int or String ), and variableName is the name of the variable (such as x or name). The equal sign is used to assign values to the variable.
4. Primitive data types specify the size and type of variable values. They are the building blocks of data manipulation and cannot be further divided into simpler data types. There are 8 types of Primitive data types in Java – Boolean, char, byte, int, short, long, float, and double.
5. Identifiers in Java are names that distinguish between different Java entities, such as classes, methods, variables, and packages. Identifiers include the names of classes, methods, variables, packages, constants, etc. These identifiers are each specified using a specific syntax and naming scheme.
6. Summary of Operators

* Simple Assignment Operator. = Simple assignment operator.
* Arithmetic Operators. ...
* Unary Operators. ...
* Equality and Relational Operators. ...
* Conditional Operators. ...
* Type Comparison Operator. ...
* Bitwise and Bit Shift Operators.

1. Increment and decrement operators are unary operators that add or subtract one, to or from their operand, respectively. They are commonly implemented in imperative programming languages. C-like languages feature two versions (pre- and post-) of each operator with slightly different semantics.