1)In statically typed programming languages we need to declare data-type of the variable before we use them. But in dynamically typed programming languages we need not declare data-type. Example for statically typed programming languages are Java, C++, C etc. Example for dynamically typed programming languages are Javascript, python.

Dynamically typed lanuages perform type checking at run time while statically typed languages perform type checking at complie time.

2) variables are containers for storing values.

For Ex: int num=10; char ch = a;

Here num and ch are names of the variables.

3)By following the syntax

data\_type variable\_name = value;

ex: int a= 20;

4)A primitive data type specifies the size and type of variable values, and it has no additional methods.

There are 8 primitive data types in Java.

They are byte, short, int, long, float, double, Boolean, char.

5)Identifiers are names given to classes, package, interface, methods or variable.

6)\*Arithmetic Operators

\*Assignment operators

\*Relational operators

\*logical operators

\*Ternary operators

7)The increment(++) and decrement(--) operators are simply used to increase and decrease the value by one. The increment operator adds 1 while decrement operator subtracts 1.

Ex: a++;(post-increment operator)

++a;(pre-increment operator)

a--;(pre-decrement operator)

--a; (pre-decrement operator)