

`a = 15`

`x = b > a`

`y = "message"`

Númericos
Enteros

- byte
- short
- int
- long

Númericos
decimales

- float
- double

Booleanos
si/No
true/false

- bool

Cadenas de
Texto

- char
- String

Inicializar
la variable

```
int b = 15;  
int a;  
bool x;  
String y;
```

`a = 15;`

`x = b > a;`

`y = "mensaje";`

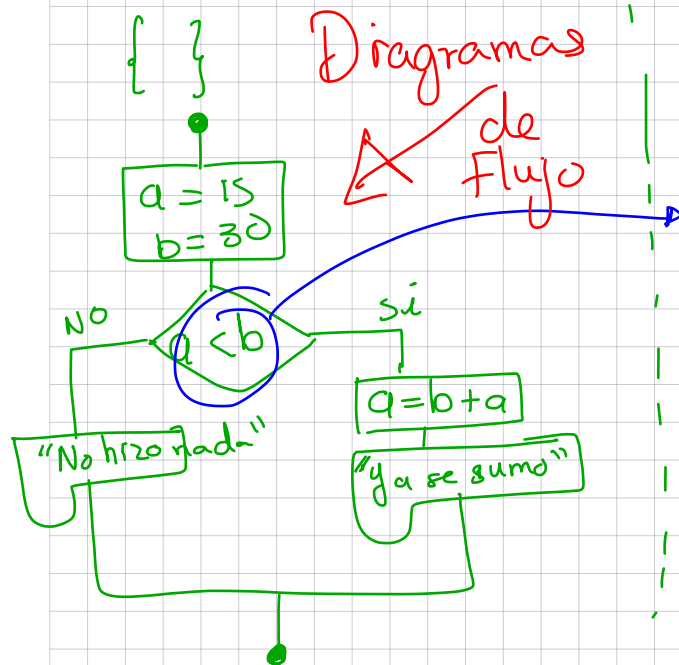
int a = 30;

"algo es" \Rightarrow System.out.println("algo es");

"Mayor", a \Rightarrow (+) System.out.println("Mayor" + a);

System.out.println("Mayor" + a + 1); \Rightarrow Mayor301

System.out.println("Mayor" + a + 1); \Rightarrow Mayor31
"Mayor" + 31



```

int a = 15;
int b = 30;
if (a < b) {

```

```

    a = b + a;
    System.out.println("ya se sumo");

```

```

} else {

```

```

    System.out.println("No se hizo nada");

```

```

}

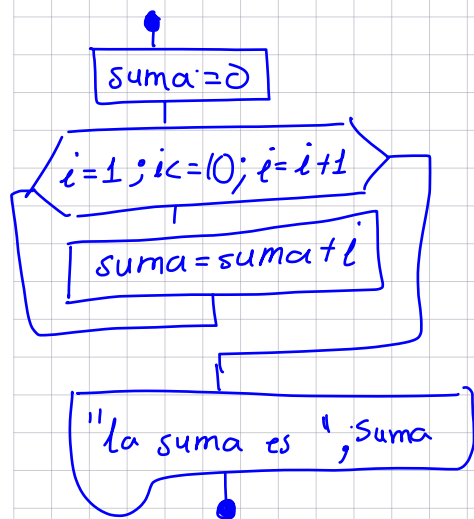
```

```

if (a < b && b > a) {
    else {
    }
}

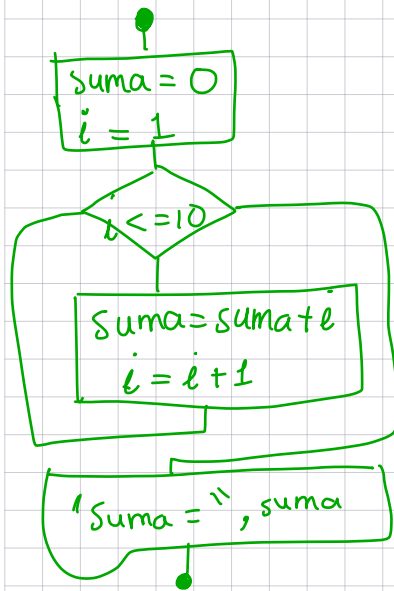
```

for



```
int suma = 0;
for (int i = 1; i <= 10; i = i + 1) {
    suma = suma + i;
}
System.out.println("la suma es " + suma);
```

While



```
int suma = 0;  
int i = 1;
```

```
while (i <= 10) {
```

```
    suma = suma + i;  
    i = i + 1;
```

```
}
```

```
System.out.println("suma = " + suma);
```

a

```
= Scanner teclado = new Scanner(System.in);  
=  
| int a;  
| System.out.println("Ingrese el valor de a");  
|= a = teclado.nextInt();  
|  
|=  
|  
|
```