1. Solidity is a domain-specific language of choice for programming contracts in Ethereum. Other features of the language include inheritance, libraries, and the ability to define composite data types.
2. It is a statically typed language, which means that variable type checking in solidity is carried out at compile time. Each variable, either state or local, must be specified with a type at compile time. This is beneficial in the sense that any validation and checking is completed at compile time and certain types of bugs, such as interpretation of data types, can be caught earlier in the development cycle instead of at run time, which could be costly.
3. Solidity has two categories of data types: value types and reference types.
4. Data Types –
   * + Boolean ---This data type has two possible values, true or false, for example: bool v = true; This statement assigns the value true to v.