II.1. Grundelemente der Programmierung

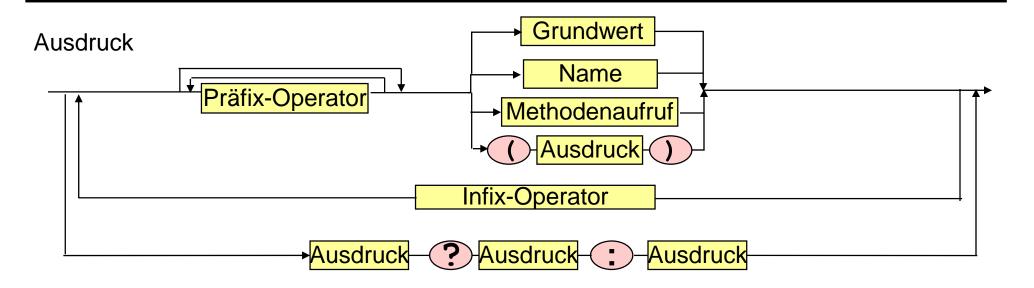
- 1. Erste Schritte
- 2. Einfache Datentypen
- 3. Anweisungen und Kontrollstrukturen
- 4. Verifikation
- **■** 5. Reihungen (Arrays)

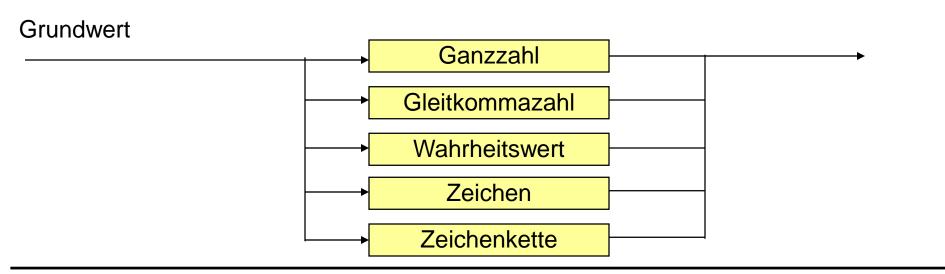
2. Einfache Datentypen

- Ganze Zahlen (byte, short, int, long)
- Gleitkommazahlen (float, double)
- Wahrheitswerte (boolean)
- Zeichen (char)
- Zeichenkette (String)
- Typkonversion

Primitive Datentypen

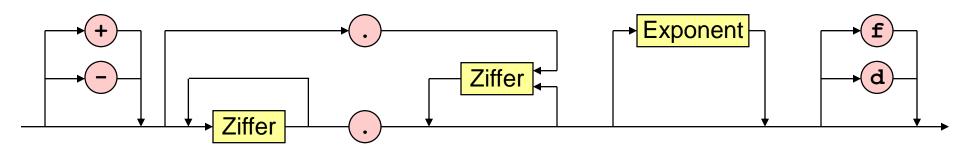
Grundwerte

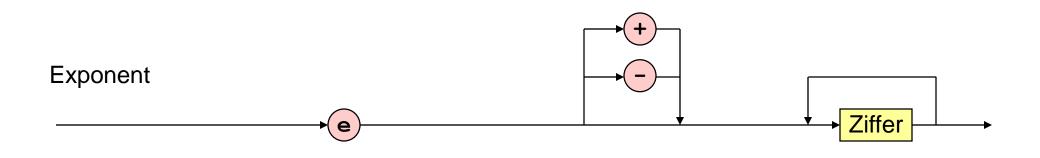




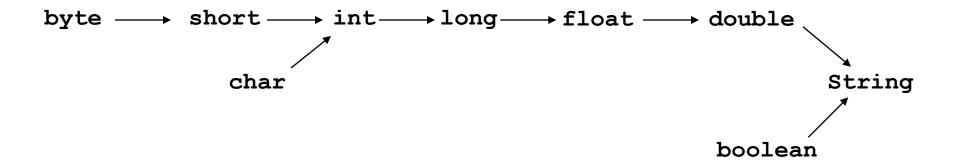
Gleitkommazahlen

Gleitkommazahl

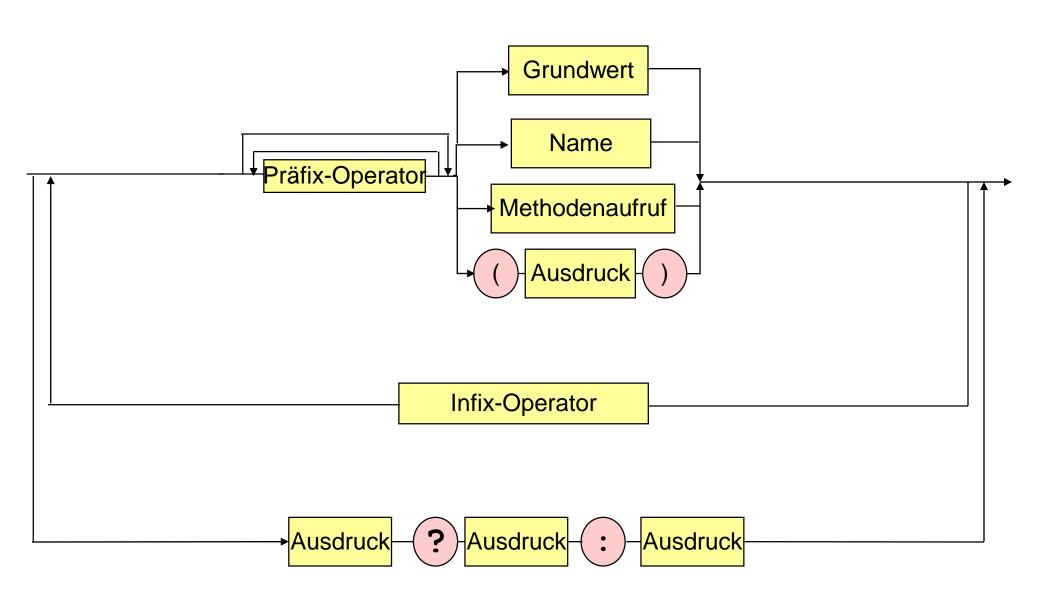




Implizite Datentypanpassung



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