

=> `main()` {
 }
} Function

class xyz {
 main() {
 }
} Method

=> Method Syntax :

 void ()
↑ ↑ ↑ ↑ ↑
Scope Effect Returnable Name Argument
Global/Local

① `main()` {
 }
} Local
② `main()` {
 }
}

=> int randomNo = 0 ;
↑ ↑ ↑ ↑
Primitive Number Assignment Value


| Primitive | Name | Assignment | Value |
|-------------|----------|------------|-------|
| Declaration | Variable | Operator | |

[int , float , long , double , bool]

| | | | | |
|--------------|--------------|----------|-----------|--------------|
| ↑ 2-bytes | ↑ 4-bytes | ↑ 8-b | ↑ 16-b | ↑ 7-bytes |
|--------------|--------------|----------|-----------|--------------|

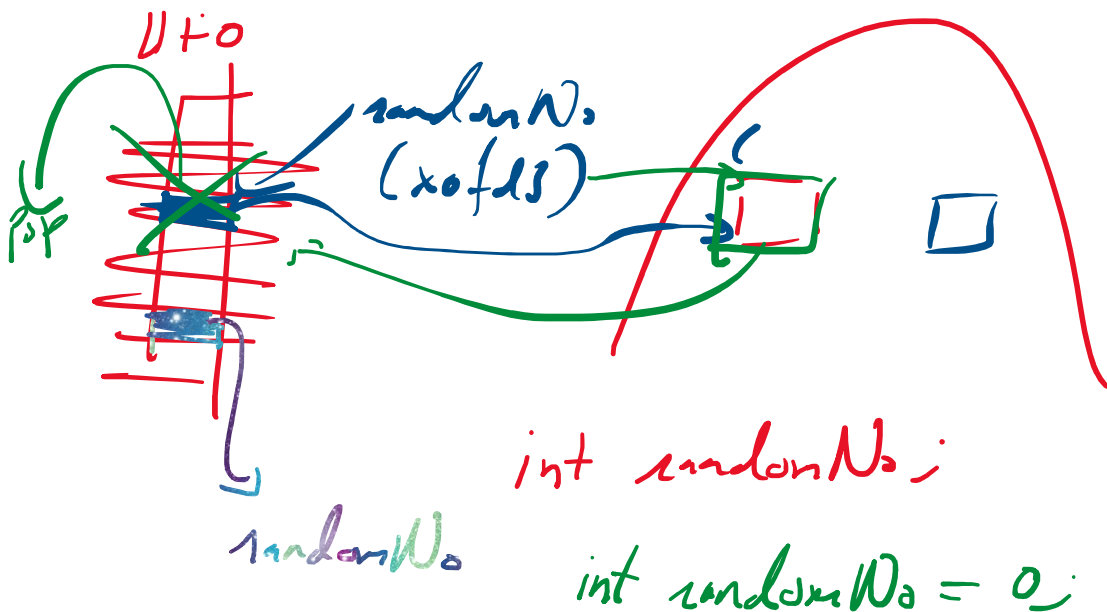
2-lyte - 8 Ltr

Ex:



A musical staff with a treble clef and a key signature of one flat (B-flat). The staff contains a sequence of eight eighth notes, all marked with a flat symbol (b). Below the staff, there are eight vertical tick marks, each aligned with one of the eighth notes on the staff.

int



=> Case : Iterative Effect
Sysout ("Hello");

=> For

=> While

=> Do while

=> For Loop:

for (Destination; Condition; Iteration) {

{

```
for (int i = 0; i <= 10; i = i + 1) {  
    sysout ("Hello");  
}
```

}