Unrequired part

P49-P55

1. type: primitive and object reference
2. place: instance variables / in a method(loval) …. arguments, return types
3. must declare type of the variable
4. primitive:int,bool,float…
5. variable must name: int count;
6. variable ~container
7. size:byte,short,int,long,float,double
8. float f = 32.5f
9. Pour the small size to a big one yes
10. name: start with letter,underscore,$,not number
11. after the start , num can be used
12. never use reversed words
13. no object variable just object reference variable
14. holds the way to accept the object