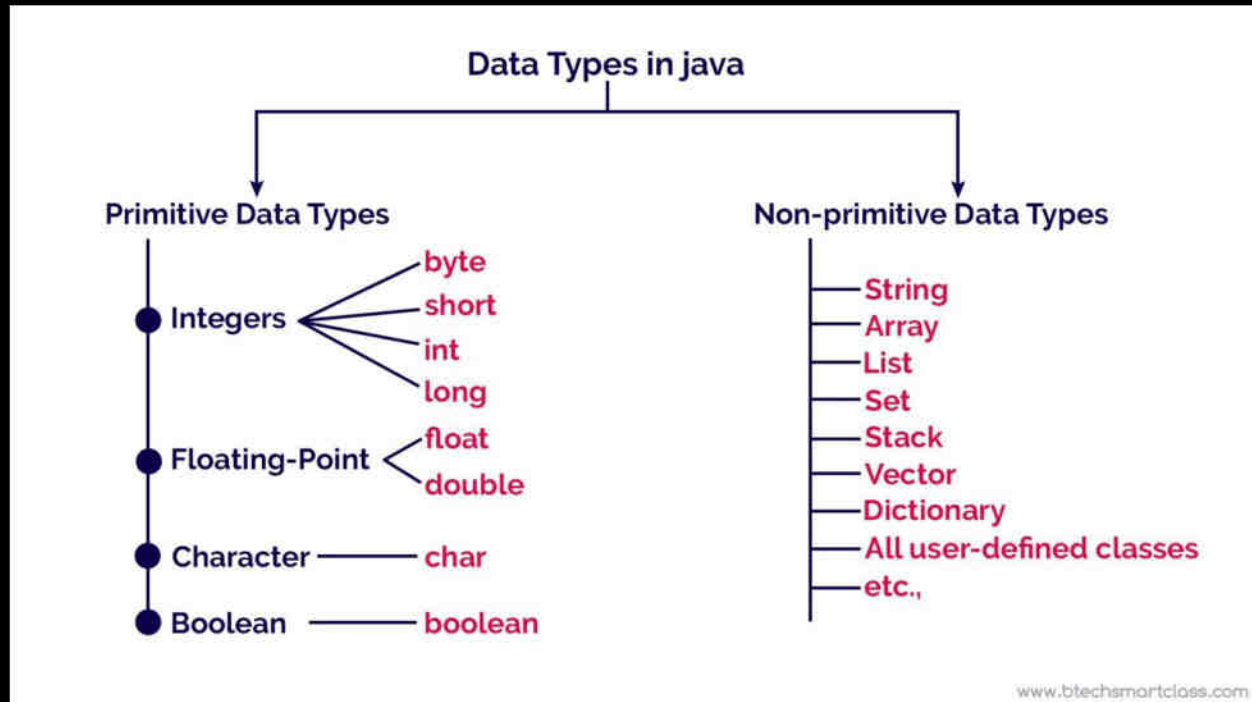


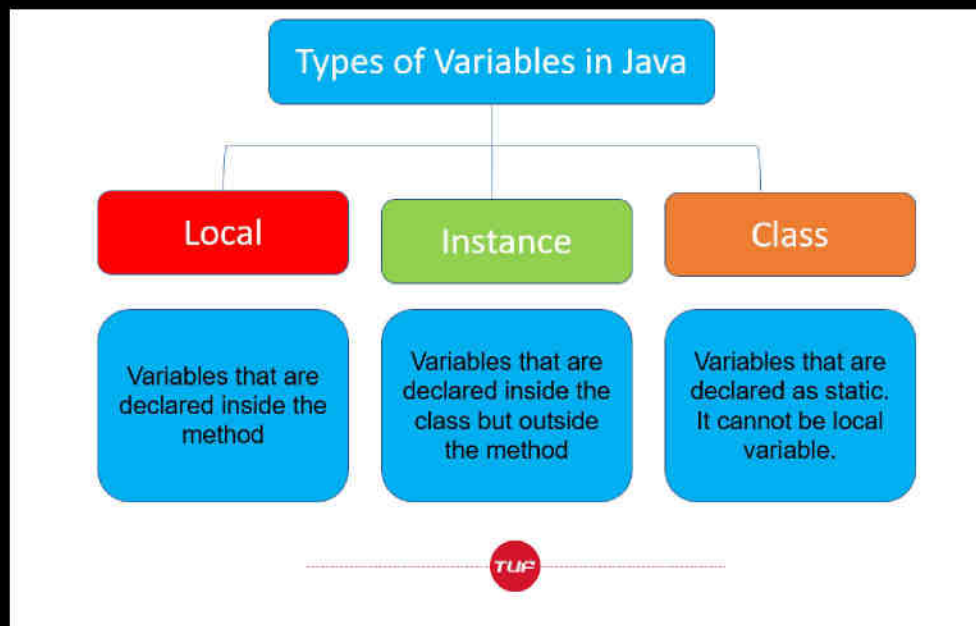
Data Type:-

- Data type specifies the different type of value that are stored on the variables.



Variable: -

- Variable is the name of memory location where we stored different type of value.



Program:-

```
public class text {  
    int a=10; // instance variable  
    static double b=20; // static variable  
    public static void main(String[] args) {  
        boolean c=true; // local variable  
        text obj=new text();  
        System.out.println(obj.a); // must be need class object  
        System.out.println(b);    /// no need class object  
        System.out.print(c);      // it also no need object because its a local variable  
    }  
}
```

OUTPUT:-
10
20.0
true

Keyword:-

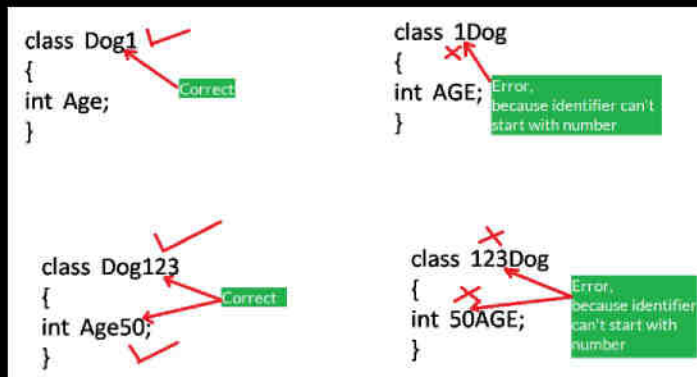
- Keyword are the reserved word whose meaning is already defined in java the java compiler.
- We can't use keyword for our personal use like: `int char a=10;`
- Keyword are the case-sensitive means: `a->a(right)` but `a->A(wrong)`.
- Total 50 keyword in java.

List of Java Keywords

boolean	byte	char	double	float
short	void	int	long	while
for	do	switch	break	continue
case	default	if	else	try
catch	finally	class	abstract	extends
final	import	new	instance of	private
interface	native	public	package	implements
protected	return	static	super	synchronized
this	throw	throws	transient	volatile

Identifier:-

- Identifier refer to the name of variables method,class ,and so on...



Input & Output:-

Input:- import java.util.scanner

Scanner is a class to use to take data from user.

➤ Scanner class methods:

nextInt()-for integer value.

nextLine()-for string value

nextDouble-for double value

Syntax: Scanner object-name=new Scanner(Sysyem.in);

Output:- import.java.system;

Syntax: System.out.print("data");

Program:

```
import java.util.Scanner;

public class text {
    public static void main(String[] args) {
        int num1, num2;
        System.out.println("Enter any two numbers: ");
        Scanner obj = new Scanner(System.in);
        num1 = obj.nextInt();
        num2 = obj.nextInt();
        int sum = num1 + num2;
        System.out.print("sum of two number is: " + sum);
    }
}
```

OUTPUT:-

```
Enter any two numbers:
10
20
sum of two number is: 30
```

