Outputs

* System.out.println(" " + 10 + 30);

output: 1030

* System.out.println(10 + 30 + "Java");

output: 40Java

* System.out.println("Java" + 10 * 10);

output: Java100

* System.out.println('J' + 'a' + 'v' + 'a');

output: Ascii value sums (418)

* System.out.println(" " + 'J' + 'a');

output: Ja

* int i = 20 + +9 - -12 + +4 - -13;
  System.out.println(i);

output: 20 + 9 + 12 + 4 + 13 = 58

* System.out.print(1.0/0);
  output: Infinity

* System.out.print(0/0);
  System.out.print(0.0/0);

  output: Error!
  → double a = 0.1 + 0.2;
  System.out.println(a == 0.3);

  output: false
  because floating point arithmetic can lead to precision issues so 0.1 + 0.2 doesn't exactly equal to 0.3.
  (0.30000000000000004 != 0.3)

* prefix Increment:
  ++x or --y
  This will add +1 or -1 first then assigned that new value or use that new value.

* postfix Increment:
  x++ or y++

(float = 0.1 + 0.2;
error double to float not allowed!)

This will assigned or use the current value of x and y and then increments or decrements the original value of x or y.

we can't increment or decrement like these below:
true++ , 10++ , --(10++)
These are not allowed, we can only increments or dec.. variables (like int vars or float or char)
A = 'A';
A++
output (B) → A will become B but after increment.

* System.out.println(A++);
output: A

* System.out.println(++A);
output: B

* int static main();
error static must be in first before int.

graphical

1) Bar c
2) Multipl
3) Histog
4) freq
5) freq
6) pie

8. Draw
polygon
freq

Classes
1 - 15
16 - 30
31 - 45
46 - 6
61 - 7
76 -
91 - 1
106 -
121 -