Readable Winable Set(dowle) double: get p Double Set (Mt) Set(byte) double:jet intijet Sof(int) sef(syte) 1nt docube: got Set(byte) int; get 1 byte; get Byle can return Type can while anything that can return double Double double augthing that can return int (nt double, int double, int, byte anything that can byte return byte

Bytelleadable Byte Writable lighe: get Settlayleb) Int-Wntable Settinti) Int Readable int: get Double Wintable)
Set(doubled) Double Radable double: get