What is statically typed and Dynamically typed Programming language? 1. **Dynamically-typed** languages perform type checking at runtime. It can compile Ans. even if they contain errors that will prevent the script from running properly. **Statically-typed** perform type checking at compile time. If a script written in a statically-typed language contains errors, it will fail to compile until the errors have been fixed. What is the variable in java? 2. Variables are containers for storing data values. Ans. 3. How to assign a value to variable? The assigning can be done by using the assignment operator, in which the variable Ans. name will be the left side of the operator and value to be assigned will be right side of the assignment operator. <variableName> = <variableValue>. 4. What are the primitive datatypes in java? There are 8 primitive data types in java and they are: Ans. Byte, short, int, long, float, double, char. 5. What are the identifiers in java? Ans. All Java variables must be identified with unique names. These unique names are called identifiers. Identifiers can be short names (like x and y) or more descriptive names (age, sum, totalVolume). The general rules for naming variables are: Names can contain letters, digits, underscores, and dollar signs Names must begin with a letter Names should start with a lowercase letter and it cannot contain whitespace Names can also begin with '\$' and ''. Reserved/key words cannot be used as names

Day 7 PW Skills Assignment

List the Operators in Java?

Ans.

- Arithmetic operators
- Assignment operators
- Comparison operators
- Logical operators
- Bitwise operators

Explain about Increment and Decrement operator and give an example. 7.

Ans.

Increment operator which is used to increase the values of a variable by one every time. It is denoted by (++) and is equal to +1.

Ex: $i++ \rightarrow i=i+1$.

Decrement operator which is used to decrease the values of a variable by one every time. It is denoted by (--) and is equal to -1.

Ex: i-- → i=i-1.

In each there are two types:

Post (Increment i++ / Decrement i--).

Pre (Increment ++i / Decrement --i).