Ans 1: A statically typed language is a programming language in which the type of a variable is known at compile-time, before the program is executed. This means that the type of a variable must be explicitly declared when it is defined, and it cannot be changed later on. For example, in Java, you must declare the type of a variable when you create it, such as "int x" or "String name". Once the type is set, it cannot be changed.

On the other hand, a dynamically typed language is a programming language in which the type of a variable is determined at runtime, when the program is executed. This means that the type of a variable does not need to be explicitly declared when it is defined, and it can be changed later on. For example, in Python, you do not need to declare the type of a variable when you create it, you can simply assign a value to it, such as "x = 5" or "name = "John"". The type of the variable is determined by the value that is assigned to it.

Ans 2: In Java, a variable is a named storage location in memory that holds a value. The value stored in a variable can be of various types, such as numbers (int, float, double), characters (char), or strings (String). Variables are used to store data that can be manipulated and used in the program.

Ans 3: In Java, you can assign a value to a variable by using the assignment operator "=". The assignment operator assigns the value on the right side of the operator to the variable on the left side.

For eg:

int age;

age = 25;

Ans 4: Java has 8 primitive data types: byte, short, int, long, float, double, char, and boolean. These are used to store basic values such as numbers, characters, and true/false conditions. These data types are also known as built-in or predefined data types in Java and are used to define variables and expressions.

Ans 5: In Java, an identifier is a name given to a variable, method, class, package, or other object in the program. They must follow specific rules and conventions such as starting with a letter, in order to make them unique and meaningful.

Ans 6: Java has several types of operators, including: Arithmetic (e.g +, -, \*, /), Comparison (e.g ==, !=, >, <), Logical (e.g &&, ||, !), Bitwise (e.g &, |, ^), Ternary (e.g ?:), Assignment (e.g =, +=), and Miscellaneous (e.g ++, --, instanceof, ?: ).

Ans 7: The increment operator (++) and decrement operator (--) are unary operators that are used to increase or decrease the value of a variable by 1 respectively.

The increment operator can be placed before or after the variable.

For example:

x++; // x is incremented by 1

++x; // x is also incremented by 1

The decrement operator can also be placed before or after the variable:

x--; // x is decremented by 1

--x; // x is also decremented by 1