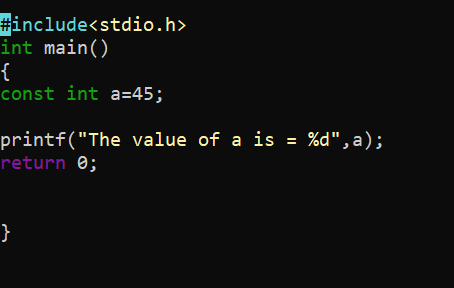
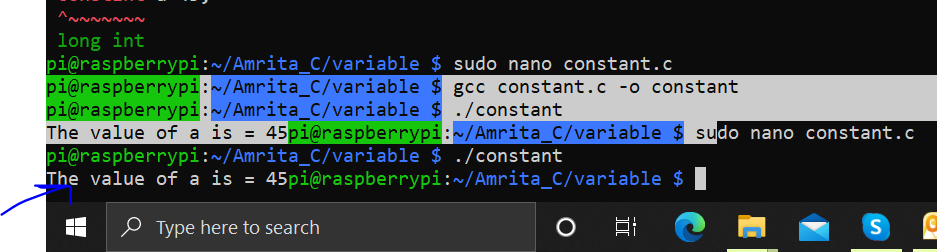
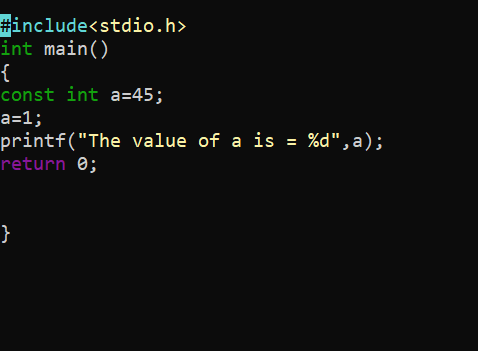
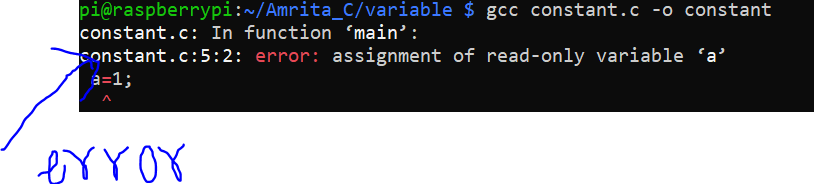
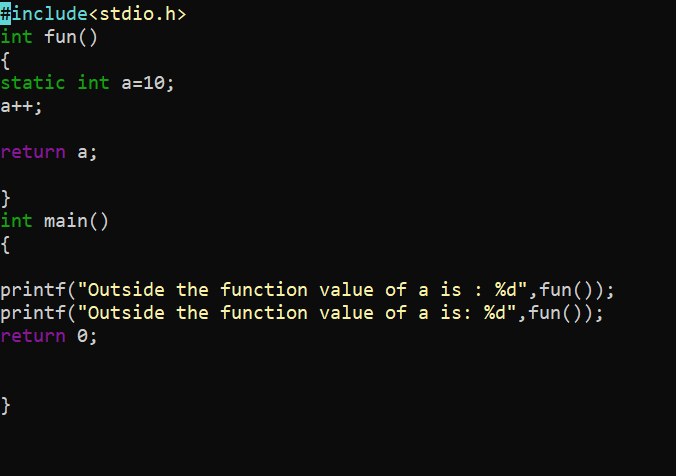
WSD 52

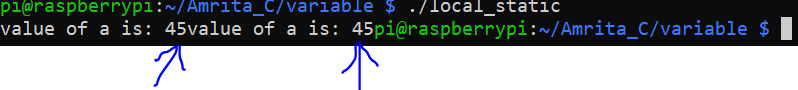
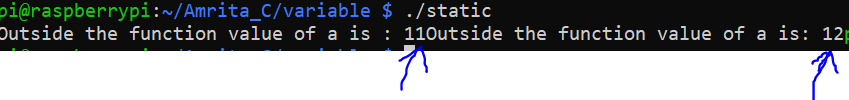
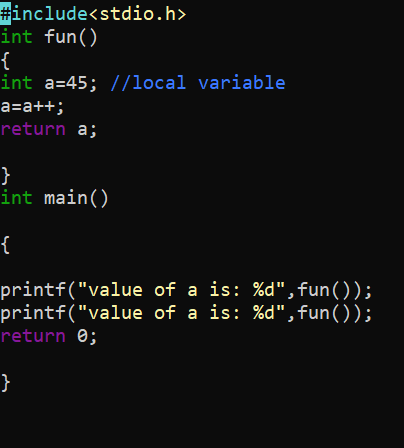
**Constant:** If we declare a variable as constant then we can’t change its value. It gives compilation error then.





**Static Variable:**

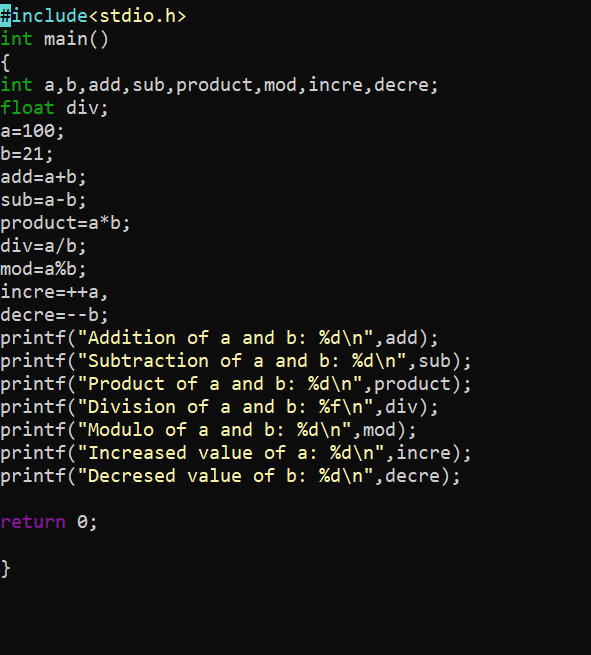


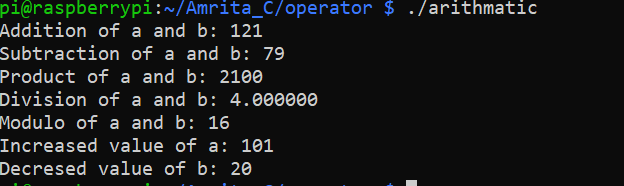


**Local variable**:

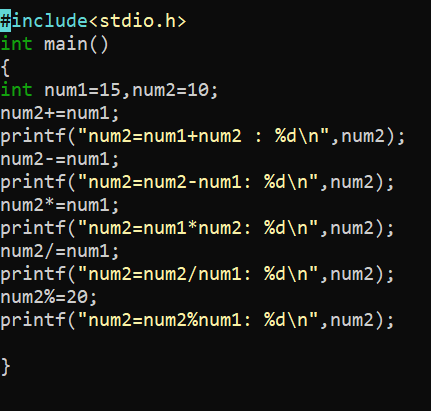
Arithmatic operators:

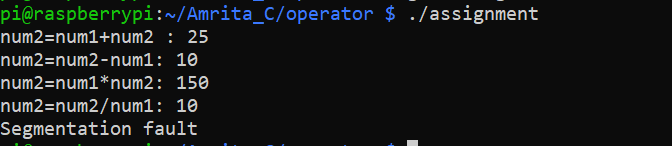
Add, subtraction, product, division, mod, increment and decrement operator

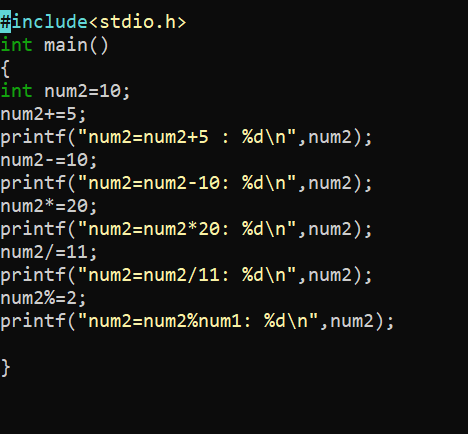


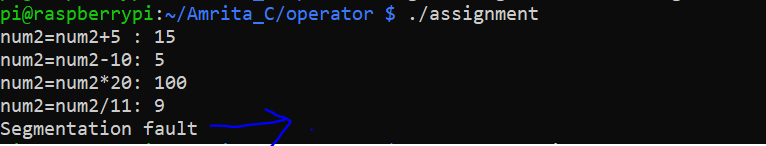


Assignment operator:

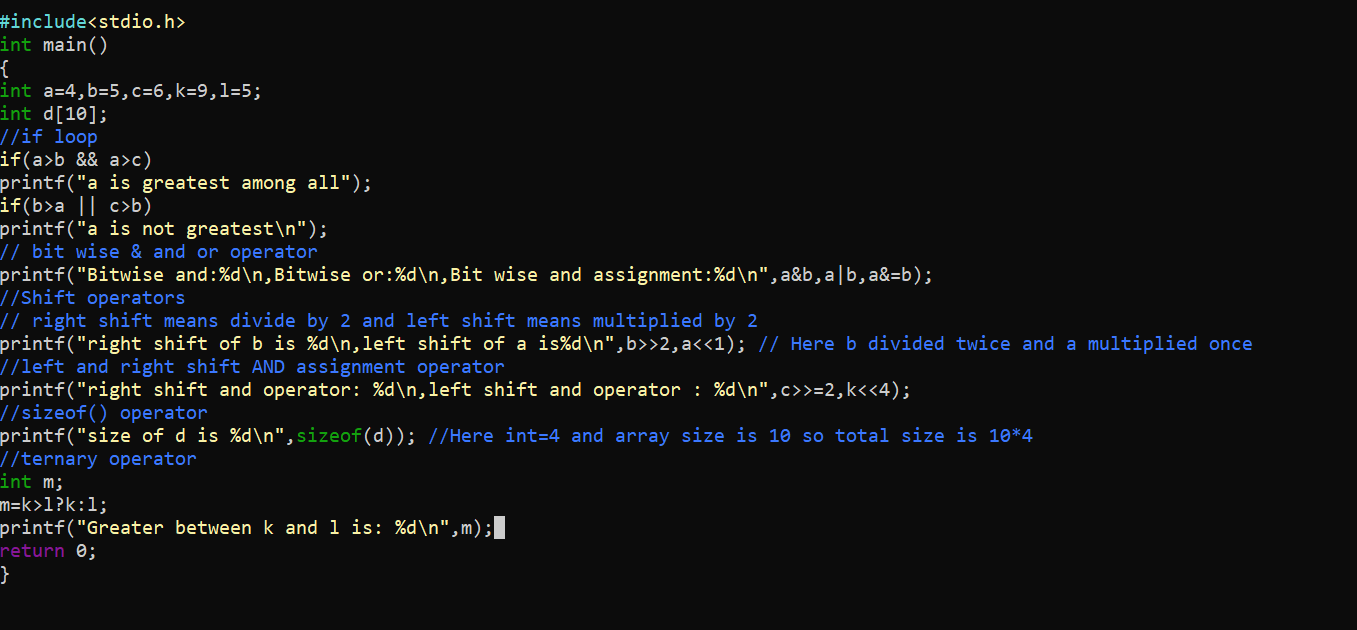


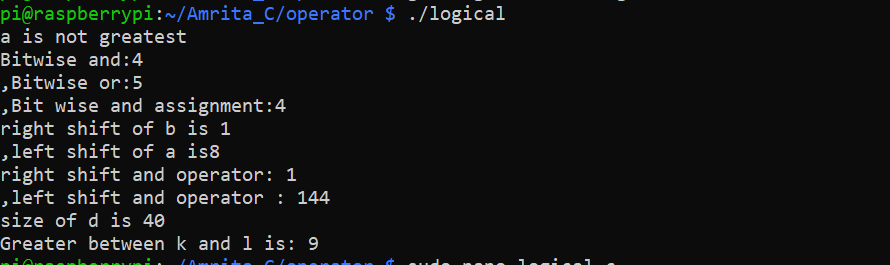




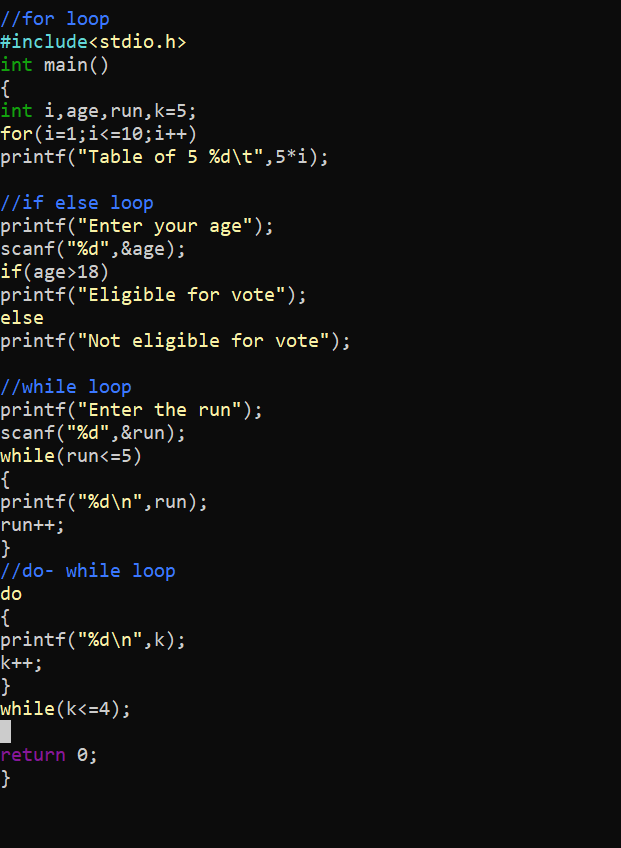


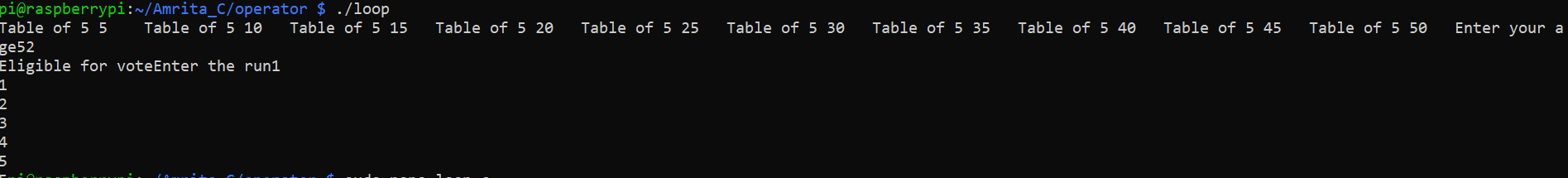
Different operators along with if loop





Different loops:





Switch case:

