# Primitive Data Types and Variables – Exercise

The goal of this exercise is to practice **assigning variable values**. Your task is to create a solution containing C# projects.

## Practice Integer Numbers

Create a new C# project and create a program that **assigns integer values** to **variables**. Be sure that each **value** is stored in the **correct variable type** (try to find the most suitable variable type in order to save memory). Finally you need to **print** all variables to the console.

|  |  |
| --- | --- |
| **Values** | **Output** |
| -100  128  -3540  64876  2147483648  -1141583228  -1223372036854775808 | -100  128  -3540  64876  2147483648  -1141583228  -1223372036854775808 |

## Practice Floating Point Numbers

Create a new C# project and create a program that **assigns floating point values** to **variables**. Be sure that each **value** is stored in the **correct variable type** (try to find the most suitable variable type in order to save memory). Finally you need to **print** all variables to the console.

|  |  |
| --- | --- |
| **Values** | **Output** |
| **3.141592653589793238**  1.60217657  7.8184261974584555216535342341 | **3.141592653589793238**  1.60217657  7.8184261974584555216535342341 |

## Practice Characters and Strings

Create a new C# project and create a program that **assigns character and string values** to **variables**. Be sure that each **value** is stored in the **correct variable**.

|  |
| --- |
| **Values** |
| **Software University**  **B**  **y**  **e**  **I love programming** |

# Nullable Types – Exercise

## Practice Nullable Types

Create a new C# project, declare a **Nullable** integer variable and assign a **null** value to it (Hint: use **int?**). **Print** the variable on the console. Add **42** to the variable and **print** the variable again. **Assign** a value of **10** to the variable and **print** it again. Make another **addition** of **42** to the variable and **print** it.

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| --- |
| **Expected Output** |
| **10**  **52** |