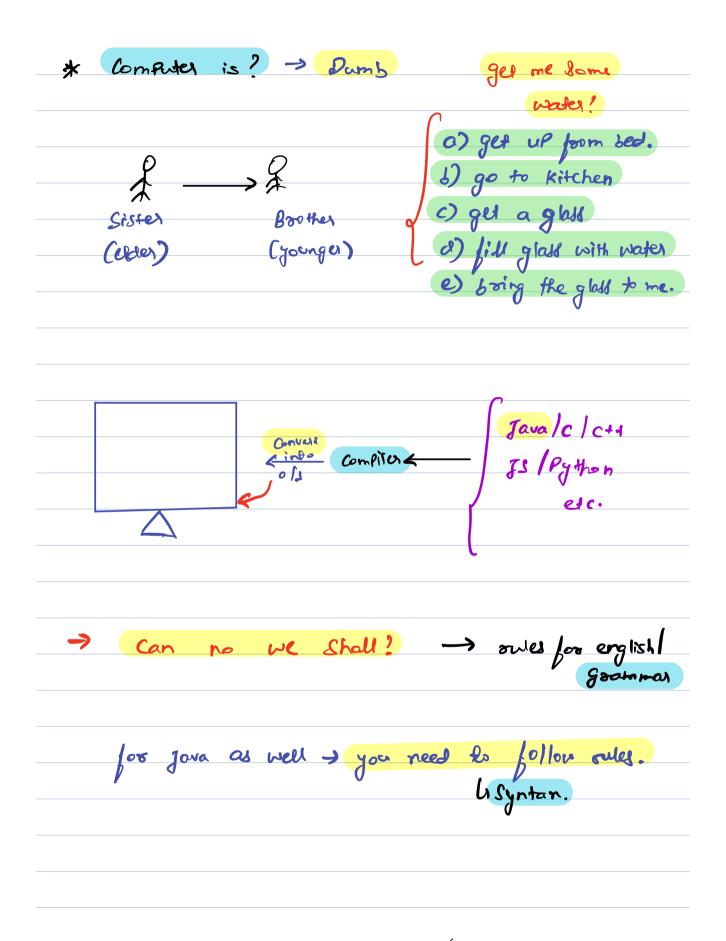
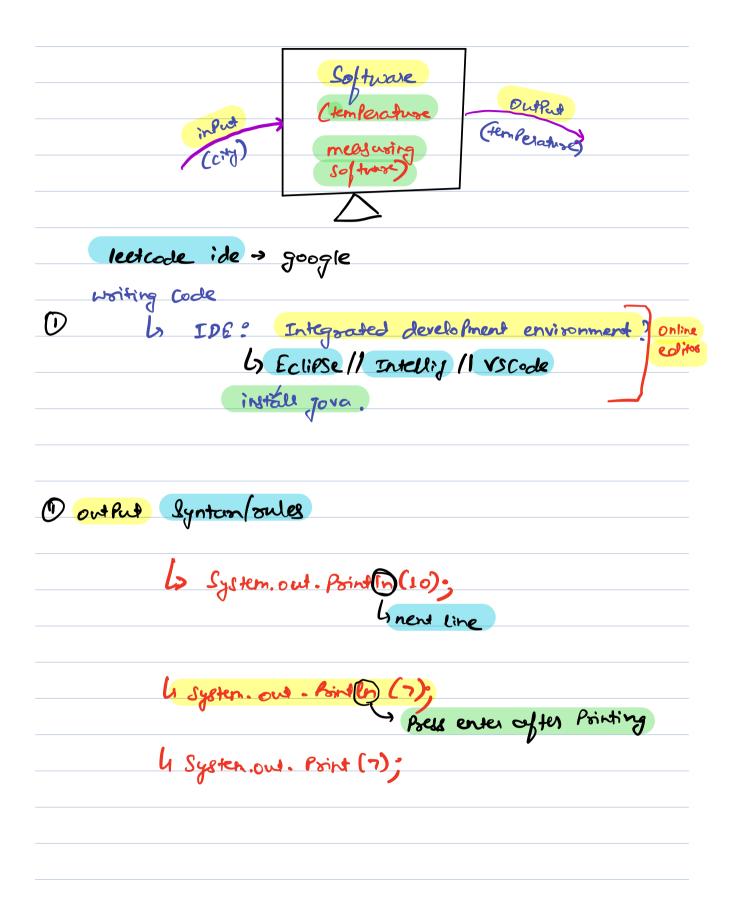
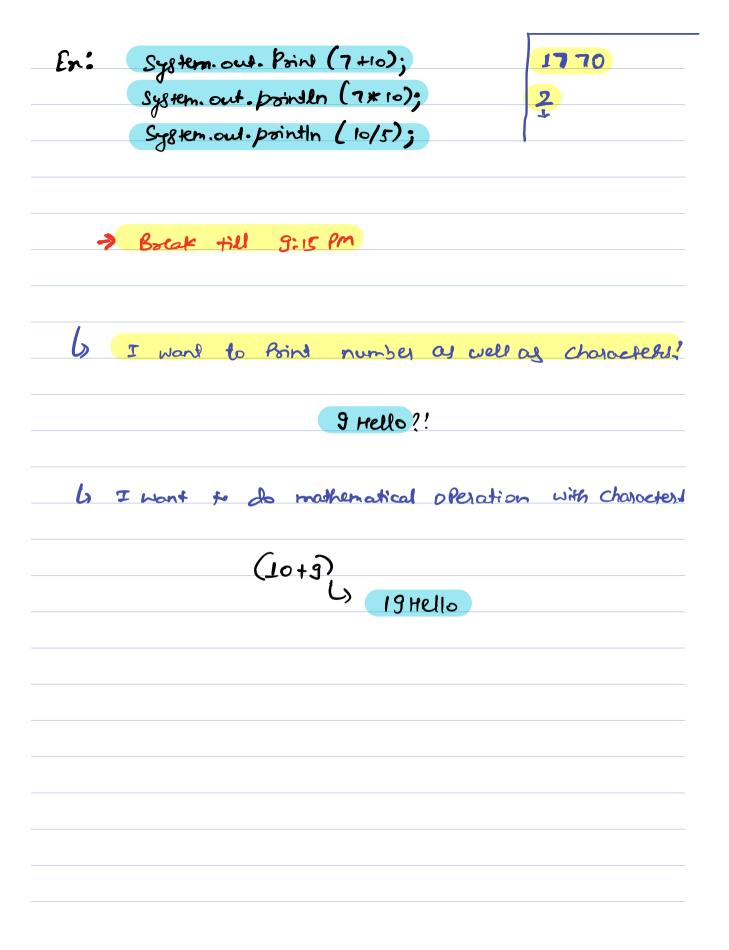
| 6 Introduction |
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* operatory

to muth buster with SK Six Part 1.

BODMAS

Rank !: Brocket ()

Rank 2: Pivide / multiply & Grank to sight.

Rank 3: add | Subtract

Enl: 4+3*6-7/2

adivision in computer will semove aprimal.

4 + 18 - 3

22 -3 = 19

| * Pata types | |
|----------------------------|---------------------------------------|
| 6 Numbers, Cha | n, double, boolean etc. |
| | true Table |
| Integer decimal | V |
| Thirty decimal | |
| en: 10, 11, 100ek en: 5.8, | 5.3, 100. 2 |
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| Story: | A B |
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| 3 Shk Shift -> large 1 | |
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| | Name of Service: bhance bratal |
| | Type of Service: Pockers & moved |
| | quality of Contoiner: Conclimid large |
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| 4 store -> integer | |
| -, 240ge - Meger | |
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| Type of Service | 20 Stoze |
| quantity | 2 5 10 / 10 1000 2 10 / 10 1000 |
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| <i>I</i> 1 | |

| | 10 Point xx | |
|----------|--------------------------------|--------------------|
| 10 Store | | |
| | y Type v name | |
| | int temps | |
| | | 2:100; |
| | | |
| | | |
| En: | int temps | temp |
| | tem? = 20; | 4 200 100 |
| | >> temp: 100; | |
| | System.ow. Pointln (temp) | 9 - 100 |
| | Sylvanios for the Clark | |
| | | |
| En: | ind temps | +cmP |
| | tem? = 20; | +emp 1 2 100 |
| | System.out. Pointlen (temp) | |
| | • | |
| | temp: 100; | |
| | -> System.out. Pointln (temp); | 700 |
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Colating integer

| Q Q | |
|----------------------|----------------------------------|
| 1st way declaration | 2nd way |
| int temp; | int temp = 20° |
| temP = 20; | int temp = 20; both declare & |
| initialization | initialize in Same line |
| IN Tall Lation | INMALLE IN SOME IN |
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```
public class Main {
   public static void main(String[] args) {
       //Rule1: Terminate your line with semicolon -> comments
       //System.out.println(7);
       //Rule2: Java is a case sensitive lang
       //System.out.println(7);
       //Rule3: Inside the parentheses, we can do maths.
           System.out.print(7+10);
11
           System.out.println(7*10);
11
           System.out.println(10/5);
       //Rule4 -> Use double quote to print as it is
       //System.out.println(Hello);
       // System.out.println("Hello");
       // System.out.println("10+17");
       //System.out.println("Hello SK Sir");
       // How does System.out.println(); works?
       // -> In the coming classes we will learn it.
       //Rule5 -> Concatenate different type with + while printing
       // System.out.println(10+9+"Hello");
       // System.out.println(100+9+15+"Hello");
```

```
// Rule6-> Operators -> BODMAS
          // System.out.println(6+6/6);
          // System.out.println(4+3*6-7/2);
          //Data Type
          // int temp;
          // \text{ temp} = 20;
          // System.out.println(temp);
          // int temp;
         // \text{ temp} = 20;
          // System.out.println(tempp);
          //Rule -> You can't create same named variable twice.
- //
             int temp;
 11
             temp = 20;
 11
             int temp;
_ //
             temp = 100;
 11
             System.out.println(temp);
_ //
             int temp;
 11
             temp = 20;
- //
             // int temp;
 11
             temp = 100;
- //
             System.out.println(temp);
             // int temp;
             // temp = 20;
             // System.out.println(temp);
             // \text{ temp} = 100;
```