**Variables**

**Part A:** Declare three variables that are initialized to their zero value and three declared with a literal value. Declare variables of type string, int and bool. Display the values of those variables.

**Part B:** Declare a new variable of type float32 and initialize the variable by converting the literal value of Pi (3.14).

**Struct Types**

**Part A:** Declare a struct type to maintain information about a user (name, email and age). Create a value of this type, initialize with values and display each field.

**Part B:** Declare and initialize an anonymous struct type with the same three fields. Display the value.

**Pointers**

**Exercise 1**

**Part A** Declare and initialize a variable of type int with the value of 20. Display the *address of* and *value of* the variable.

**Part B** Declare and initialize a pointer variable of type int that points to the last variable you just created. Display the *address of* , *value of* and the *value that the pointer points to*.

**Exercise 2**

Declare a struct type and create a value of this type. Declare a function that can change the value of some field in this struct type. Display the value before and after the call to your function.

**Constants**

**Part A:** Declare an untyped and typed constant and display their values.

**Part B:** Divide two literal constants into a typed variable and display the value.