

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace VarKeyword
8 {
9     class Program
10    {
11        static void Main(string[] args)
12        {
13            var myNumber1 = 5;
14            Console.WriteLine(myNumber1.GetType());
15            var myNumber2 = 2000000000;
16            Console.WriteLine(myNumber2.GetType());
17            var myNumber3 = 3000000000;
18            Console.WriteLine(myNumber3.GetType());
19            var myNumber4 = 30000000000;
20            Console.WriteLine(myNumber4.GetType());
21            var myNumber5 = 10000000000000000000;
22            Console.WriteLine(myNumber5.GetType());
23            //var myNumber6 = 100000000000000000000;
24            //Console.WriteLine(myNumber6.GetType());
25
26            var myRealNumber1 = 3.0;
27            Console.WriteLine(myRealNumber1.GetType());
28            var myRealNumber2 = 3.0f;
29            Console.WriteLine(myRealNumber2.GetType());
30            var myRealNumber3 = 3.0m;
31            Console.WriteLine(myRealNumber3.GetType());
32
33            var myName = "Ehab";
34            Console.WriteLine(myName.GetType());
35            var myFirstChar = 'E';
36            Console.WriteLine(myFirstChar.GetType());
37            var isSucceeded = false;
38            Console.WriteLine(isSucceeded.GetType());
39        }
40    }
41 }
42
```