# Variables, Expressions, and Assignments

### **Example**

```
public class Ex {
public static void main(String args[]) {
   int jan;
   jan = 30 + 1;
   System.out.print("Jan has " + jan + " days");
}
```

#### **Identifiers**

**Identifier** 

a string of characters used as a name for a class method or a variable.

- Can contain letters, digits, and the underscore symbol.
  - May not start with digit (always start with letter)
- Case sensitive (This != this)
- Types
  - Programmer defined
  - "Other" programmer defined (API)
    - Modifiable
- Reserved and keywords
  - o Can't use as an identifier
  - o Reserved: const, goto, etc.
  - o Keywords: class, public, if, etc.

#### **Variable Declaration**

#### **Variable**

identifier that names a value

- Type (strongly and statically typed)
- Storage location
- Example:

```
1 int x;
```

• Can be constant (can't be changed)

```
1 final int MONTHS;
```

## **Assignment Statements**

I-value

Left side of the equals sign

#### Must be a varible identifier

- Right side must be an expression
- Variables are expressions
- "=" is the assignment operator
- Assignment of values to variables must be type compatible at compile time
- Example:

```
1 int x;
2 x = 5 + 7;
3 // OR
4 int y = x;
```

## **Primitive Types**

Integers	byte (8-bit), short (16-bit), int (32-bit), long (64-bit)
Floats	float (32-bit), double (64-bit)
Characters	char (16-bit)

Java uses Unicode Single quotes

**Booleans** true or false

### **Conversions**

- Widening
  - o "small to large"
  - ∘ short → long
- Narrowing
  - o "large to small"
  - Error: Lossy
  - ∘ long → short

# Glossary

true or false
char (16-bit)
float (32-bit), double (64-bit)
a string of characters used as a name for a class method or a variable.
byte (8-bit), short (16-bit), int (32-bit), long (64-bit)
Left side of the equals sign
<ul><li>identifier that names a value</li><li>Type (strongly and statically typed)</li><li>Storage location</li></ul>