Introduction to datatypes

- organising data set into cards
  - errors (large nos., wrong item, extra decimal)
- addition of marks is possible (not multiplication)
- comparing names to generate a boolean type (T/F)
- valid set of values for certain elements
- Data type → tells how to use that element, what kind of operations will take place
- specifing the variable to a certain, constraints in operation.
- data types ensure sanity.

-- Boolean → T/F ⇒ Op^n ⇒ AND, OR

- Integer → ..., $-3, 0, 3, ...$ ⇒ Op^n → $+, -, \times, \div$ → some constraints

⇒ Op^n → $<, >, =$ (Result Boolean)

- Character → Values ⇒ Alphanumeric A, a, 1, 0, etc.

⇒ Spc. characters ., ;, !, *, /, &, %, $, #

⇒ Op^n → = (RESULT Boolean)