

# Java Variables and Data types

## Day-7

### Assignment Questions

1).What is statically typed and Dynamically typed programming language?

Statically typed programming language are those in which we have to declare variable data type and dynamically programming language are those in which there is no need to declare variable data type.

2).What is the variable in java?

It is a container that holds the value while the java program is executed . each variable should be given a unique name to indicate the storage area.

3).How to assign a value to variable?

To assign a value to a variable we use assignment operator for that '=' and it assign a value to a variable from right to left

For e.g

```
int var;
```

```
var = 10; // assigning a value to a variable
```

4).What are primitive data types in java?

The primitive data types in java includes boolean , integer(short , byte, int , long), float point no.(double , float), char

5). What are identifiers in java?

An Identifier is a name given to a package , class , interface, method , or variable . All identifiers must have different names.

6).List the operators in java.

1 Arithmetic operator - It includes (+,-,\*,%,/) it is used for mathematical operations like for multiplication, addition etc.

2). Increment and decrement operator- It includes (++,--) it add the value in variable by 1 or decrease the value from variable by 1

3).Logical operator - Operators include (&&, ||, !=) used for logical operation and give result in boolean expression.

4).Rational Operator- It includes (==,>,<,>=,<=) it is used for comparison.

5).Assignment operator- It is used to assign a value to variable e.g a=5;

7). Explain about increment and decrement operators and give an example.

Increment operator is used to increase the value in variable by one means a=a+1; this expression is reduced and become a++; so it saves the time.

E.g.

```
Int a =5;
```

```
a++;
```

```
S.o.p("a =" + a);
```

```
O/p- a= 6
```

Decrement operator is used to decrease the value in variable by one means a=a-1; this expression is reduced and become a--; so it saves the time.

E.g.

```
Int a =5;
```

```
a--;
```

```
S.o.p("a =" + a);
```

```
O/p- a= 4
```

