Data Types :

1) String - " Jenil "

2) Int - 10 (integer)

3) char - 'c' (single character)

4) Boolean - True or False

5) Float - 20.2

Kotlin is statically type language
Variable are container for storing data values

⟹ To create a variable, use var or val and assign a value to it with the equal sign (=) :

```
var variablename = value
val variablename = value
```

Example :-

```
~~varname~~
var name = "John"
val birthyear = 1999

println (name)
println (birthyear)
```

The difference between var & val is that variable declared with the var keyword can be changed / modified while val variable cannot

① val : when you create a variable with the val keyword the value cannot be changed / reassigned

② var : when you create a variable with the var keyword the value can be changed / reassigned

e.g var name = " Jay"
name = "Babu"
println (name)

output : Babu

③ Const val : Uses when we need to create variable which has const value and can be used for all activity.

e.g const val pie = 3.14

what is string ?

→ A to z character store in double quotes char a to z single character 'A' 'a'

Val a = " Jay" (string)
Val b = 'A' (character)

Functions of string : length
Capitalize
Decapitalize
Get
Substring
[0]

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① fun main (args : Array<String>) {

```
    val a = " Jay"
    println ( a.length)
}
```

output :- 3

② fun main (args : Array<String>) {

```
    val a = "jay"
    println (a.capitalize())
}
```

output :- Jay

③ fun main (args : Array<String>) {

```
    val a = " Jay"
    println (a.decapitalize ())
}
```

output :- jay

④ fun main (args : Array<String>) {

```
    val a = " Jay"
    println (a.get(1))
}
```

output :- a

~~5~~ ⑤ fun main (args : Array<String>) {

```
    val a = " Jay"
    println ~~(a.get~~ (a.[0])
}
```

output :- J

⑥ fun main (args : Array < string >) {

```
    val a = " My Name is Jay"
    println (a.substring (2))
}
```

output :- Name is Jay

fun main (args : Array < string >) {

```
    val a = " My Name is Jay "
    println (a.substring (2,5))
}
```

output :- Na

→ What is Number ?

Kotlin defines the type of variable as it is statically type language

fun main (args : Array <string>) {

```
    val a = 10.10
    println (a :: class.java)
}
```

output :- int

Note :- To find the type of variabe we use print (variablename :: class.java)

→ What is String Template ?

Use variable between any string

```
val a = " Jay "
println (" My Name is $a")
```

output :- My name is Jay

```
val a = 10
val b = 6
println (" My Name is $(a+b) ")
```

Output :- My name is ~~106~~ 16

Eg.

```
fun main (args : Array <string>) {
    val a = 100
    val b = 10
    println (" 100 plus 10 equal to ${a+b} ")
}
```

output :- 100 plus 10 equal to 110