1. Variables

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A variable is a container for a value that it contains.

<u>Legend:</u> data_type (Data Type name): Details.

- a. **String:** A set of characters. Syntax: variable name = "value" or 'value'
- b. <u>int (Integer):</u> A whole number. Syntax: <u>variable name = value</u>. (Note: Cannot concatenate into a string. Need to typecast and convert to String. Unlike Java)
- c. <u>float (Float):</u> A floating point number (Also called: A decimal number). Syntax:

 variable name = value (Note: Same typecasting required as int.)
- d. **boolean (Boolean):** Stores only true or false. Syntax: variable name = value (Note: Same typecasting requires as float/int).

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