STATION 1: VARIABLES

VALID EXAMPLES	INVALID EXAMPLES
`int number = -25;`	`float temp = 98.6`
`String msg = "Error!";`	`boolean hasTurned = true`
`char letter = 'm';`	`int pin = 9`

STATION 2: VARIABLES

VALID EXAMPLES	INVALID EXAMPLES
`char answer = 'y';`	`name = "Luna";`
`boolean isValid;` `isValid = false;`	`volume = 8;` `volume = volume + 1;`

`float dir = 33.3;`
`float turn = 90;`
`dir = dir + turn;`
	`float dist = 50.5;`
	`dist = dist + length;`

VALID EXAMPLES	INVALID EXAMPLES
`int age = 16;` `age = age + 1;`	`String input = "true";` `input = false;`
`boolean hitWall = false;` `hitWall = true;`	`float distance = 5.2;` `distance = "Arrived!";`
`String answer = "Yes";` `answer = "Y";`	`char answer = "No";` `answer = 'N';`

VALID EXAMPLES	INVALID EXAMPLES

`int moveForward() {`
 	
`}`
	`int turnAround():`

`boolean isOnTrack()`
`{`
`}`
	`float getTemp()`
	
	`}`

`int left(int degrees){}`	`boolean hasEnded(` `)`

VALID EXAMPLES	INVALID EXAMPLES

`char nextLetter() {`
 	
`}`
	`goRight() {`
	
	`}`

`boolean touchingWall(){`
 	
`}`
	`backUp() {`
	
	`}`

`void blinkLight() {`
 	
`}`
	`spin(int times){`
	
	`}`

VALID EXAMPLES	INVALID EXAMPLES

```void turn(int degrees){```
 	
```}```
	```int move(distance){```
	
	```}```

```void blink(int time) {```
```}```
	```char nextLetter(index){```
	
	```}```

```void move(float dist){```
 	
```}```
	```void playNote(pitch) {```
	
	```}```