Declaring Variable Practices

# Variables:

* String
* int
* byte
* double
* short
* long
* float
* Boolean
* Char

# Classes:

Variable

Main class

# Methods:

**Variable**

1. Constructor
2. Type checking

**Main Class**

# Process:

1. Ask user to declare a variable
2. Use type checking Methods to check the input
3. Giving user back what kind of type user is giving

# Conclusion

Declaring variable is an easy check since the type of variable will always be at the front. Setting up if statement and read user input by using scanner. After reading input use split to split up the string by space to figure what’s the type. While checking the type the program is case sensitive. Use if than statement to check is there a semicolon at the end and is equal sign is missing.