

# Variables and Types

Open up Playgrounds.

```
var name = "radhika" // Is a String. The Type is String
var number = 10 // Is a number. The Type is a Integer
var digit = 100.99 //Is a float. The Type is a Float
var name: String! //Is an Optional String. Aha! Got you. What is an optional?
```

In Swift you assign a value with the = sign

Swift is a strongly typed language and is a compiled language. The compiler needs to know the type before it can be used.

It is also uses type inference so you do not need to define the type before hand. It can infer the type when it is used for the first time.