* **Literals** are those values that doesn’t changes

i.e. any number: 1,2,3,4,... or 'a','b','c'... or '@','\*'

* **Variables** are those whose values varies i.e int a=10; etc..
* Names of variables & classes and fuctions etc are **Identifiers**.

i.e a,b,class,main,println…

* **Boilerplate code**

|  |
| --- |
| public class JavaBasics {  public static void main(String args []) {  System.out.print("Hello Sheetal!");  }  } |

* **Data types**:

|  |  |
| --- | --- |
| **Primitive**(Already Exist) | **Non Primitive**(User Created) |
| * + - Byte     - Short     - Char     - Boolean     - Int     - Long     - Float     - Double | * + - String     - Array     - Class     - Object     - Interface |

* Java, C++, Python are typed languages,Whereas JS is not.