

A decorative background featuring a network diagram. It consists of numerous nodes, represented by small circles, some of which are solid blue, some are solid grey, and some are hollow with a blue outline. These nodes are interconnected by thin, light grey lines, forming a complex web-like structure that is more dense in the corners and fades towards the center.

# Java Variables

# Hello!

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# Java Variables

- ◎ Variables are containers for storing data values.
- ◎ In Java, there are different types of variables, for example:
  - **String** - stores text, such as "Hello". String values are surrounded by double quotes
  - **int** - stores integers (whole numbers), without decimals, such as 123 or -123
  - **float** - stores floating point numbers, with decimals, such as 19.99 or -19.99
  - **char** - stores single characters, such as 'a' or 'B'. Char values are surrounded by single quotes
  - **boolean** - stores values with two states: true or false

# Declaring (Creating) Variables

```
type variableName = value;
```

```
String name = "John";  
System.out.println(name);
```

```
int myNum;  
myNum = 15;
```

## Final Variables

- ◎ If you don't want others (or yourself) to overwrite existing values, use the final keyword (this will declare the variable as "final" or "constant", which means unchangeable and read-only):

```
final int myNum = 15;
```

## Other Types

```
int myNum = 5;  
float myFloatNum = 5.99f;  
char myLetter = 'D';  
boolean myBool = true;  
String myText = "Hello";
```

## Declare Many Variables

```
int x = 5;  
int y = 6;  
int z = 50;  
System.out.println(x + y + z);
```

```
int x = 5, y = 6, z = 50;  
System.out.println(x + y + z);
```

# Java Operators

Operator	Name	Description	Example
+	Addition	Adds together two values	$x + y$
-	Subtraction	Subtracts one value from another	$x - y$
*	Multiplication	Multiplies two values	$x * y$
/	Division	Divides one value by another	$x / y$
%	Modulus	Returns the division remainder	$x \% y$
++	Increment	Increases the value of a variable by 1	$++x$
--	Decrement	Decreases the value of a variable by 1	$--x$



A decorative network diagram in the top-left corner, featuring a complex web of interconnected nodes and lines. Some nodes are highlighted with blue circles, and others with blue dots. The lines are thin and gray, creating a mesh-like structure.

# Variable in Anylogic





sample

- ◎ Define variables and buttons and work by them



# Thanks!

## Any questions?

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