**SECTION 1**

1.Primitive data types store simple values such as numbers and characters. Examples include int, char, boolean, etc. These types store the actual value in the memory location.

Reference data types store addresses or references to objects or arrays in memory rather than the actual data. Examples include String, Arrays, Classes. The reference points to the memory location where the object is stored.

2.Local variable: Declared inside a method or block of code and can only be accessed within that method/block.

Global variable (also called instance or class variable): Declared outside of methods but within a class and can be accessed by any method of the class. Global variables can have a wider scope compared to local variables.

3.Initialization is important to prevent errors or undefined behavior. Uninitialized variables can hold garbage values that may lead to incorrect program output or runtime exceptions.

4.Static variables: Belong to the class rather than to any specific object instance and are shared among all instances of the class.