**Variables and data types**

1.

// 1. Create a byte variable and set it to any valid byte number.

// 2. Create a short variable and set it to any valid short number.

// 3. Create a int variable and set it to any valid in number.

// 4. Create a variable of type long, and make it equal to

// 50000 + 10 times the sum of the byte, plus the short plus the int

2. Convert a given number of pounds to kilograms

// 1. Create a variable to store the number of pounds

// 2. Calculate the number of Kilograms for the number above and store in a variable.

// 3. Print out the result.

//

// NOTES: 1 pound is equal to 0.45359237 kilograms.

3.

// 1. Find the code for the registered symbol

// 2. Create a variable of type char and assign it the unicode value for that symbol.

// 3. Display in on screen.

For Unicode refer: <https://unicode-table.com/en/#basic-latin>

4. W.A.P to print Fibonacci series for the given n numbers (use functions)

5. W.A.P to find the factorial of given number. (use function)