1. Statically Typed Languages: In statically typed languages, the data types of variables are determined and checked at compile time. This means that the programmer must declare the data type of each variable explicitly before using it in the code. Once the data type is assigned, it cannot be changed during the program's execution. The compiler checks for type compatibility and ensures that operations are performed on compatible data types.

Dynamically Typed Languages: In dynamically typed languages, the data types of variables are determined and checked at runtime, while the program is executing. Unlike statically typed languages, you don't need to explicitly declare the data type of a variable; the type is inferred based on the value assigned to the variable during execution. This flexibility allows variables to change their type during the program's lifetime.

1. In Java, a variable is a named memory location that holds a value of a particular data type. Variables are fundamental elements in programming, and they allow you to store, retrieve, and manipulate data within a program
2. Data\_type variable name = value;
3. byte , short,int,long ,booelan,char,float
4. In Java, an identifier is a name used to identify a class, method, variable, or other programming elements within the code.

Eg ; public , class, int , variable

1. Arithmetic operators

Assignment  **Operators**

**Comparison Operators**

**Logical Operators**

**Unary Operators**

**Bitwise Operators**

1. **Increment Operator (++)**:
   * The increment operator (++) adds 1 to the value of the variable it is applied to.
     + It can be used as a prefix (++x) or a postfix (x++) operator, and there is a slight difference between the two usages:
     + Prefix: Increments the value of the variable first and then returns the new value.
     + Postfix: Returns the current value of the variable first and then increments it.
   * The increment operator only works with numeric data types (byte, short, int, long, float, double) and the char data type.

**Decrement Operator (--)**:

* The decrement operator (--) subtracts 1 from the value of the variable it is applied to.

Like the increment operator, it can be used as a prefix (--x) or a postfix (x--) operator, with similar prefix/postfix behavior as described above.

* The decrement operator, like the increment operator, only works with numeric data types and the char data type.