

Declaration of Variables

In java variables are the names of storage locations. After designing suitable variable names we must declare them to the compiler. Declaration does three things:

- i. It tells the compiler what the variable name is
- ii. It specifies what type of data the variable will hold
- iii. The place of declaration decides the scope of the variable

A variable must be declared before it is used in the program. A variable can be store a value of any data type. That is, the name has nothing to do with the type. The general form of declaration of a variable is:

Type variable1, variable2, ..., variable n;

Example:

Int count;

Float a,b;

Double pi;

Giving Values to Variables

A variable must be given a value after it has been declared but before it is used in an expression. This can be achieved in two ways:

- i. By using an assignment statement
- ii. By using a read statement

Assignment statement

A simple method of giving value to a variable is through the assignment statement as follows:

variableName = value;

Example:

Initial_value= 0;

Final_value= 100;

```
Yes='x';
```

Read Statement

We can also give a values to variables interactively through the keyboard using the **readLine()** method. The **readLine()** method, which is invoked using an object of the class **DataInputStream**, read the input from the keyboard as a string which is then converted to the corresponding data type using the data type wrapper class.

Symbolic Constants

Type Casting