Primitive Variable Types

C++ has several "primitive" variable types, which are things like `int`s (integers), `string`s, `float`s, and others. These should be similar to variable types in other programming languages you have used.

Note: In the cells below, variables will be declared and values assigned. In C++, once a variable has been declared, it can not be redeclared in the same scope. This means that if you try to declare a variable twice in the same function, you will see an error.

In [ ]:

```
#include <iostream>
#include <string>
using std::cout;

int main() {
    // Declaring and initializing an int variable.
    int a = 9;

    // Declaring a string variable without initializing right away.
    std::string b;

    // Initializing the string b.
    b = "Here is a string";

    cout << a << "\n";
    cout << b << "\n";
}
```

Run Code | See Explanation

Loading terminal (id_ur1bp7e), please wait...

Practice

Practice declaring an `int` with the name `j` in the cell below and assing the value `10` to `j`.

In [ ]:

```
#include <iostream>
#include <string>
using std::cout;

int main() {
    // Declare and initialize j here.
}
```

Run Code | Show Solution

Loading terminal (id_b73ssr8), please wait...