

Worksheet

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Name:

Roll No: Class: Section:

Date:

VALUES AND TYPES

Chapter-4

1. Fill in the blanks.

- are non-graphical characters preceded by a backslash to perform some specific task.
- data type cannot be converted to any other data types or vice versa.
- Operators are special symbols that signify the to perform some specific mathematical or non-mathematical operations on one or more operands.
- are user-defined names consisting of any sequence of letters and digits starting with either a letter or underscore (_)
- There are two types of encoding procedures..... and.....
- A is the smallest individual element of a java program that is meaningful to the compiler and takes part in the effective execution of the program.
- The variable is the name of the reserved area allocated in memory.
- in java consist of Alphabets, Digits, Operators, and Delimiters.

2. Differentiate between the following.

- Integer and floating constant
- Token and Identifier
- Character and String constant
- Primitive Data Type and Non-Primitive Data Type
- Character and Boolean literal
- ASCII Code and Unicode

3. Answer the following questions.

- What do you understand about character sets in Java?
- What do you understand about UNICODE?
Write its advantages and disadvantages.
- What are the protocols that are to be followed while naming the identifiers?
- What do you mean by escape sequences?
Elaborate any two commonly used escape sequences.