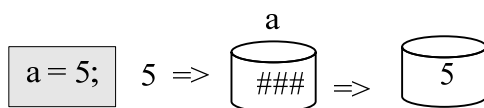


## Java 程式架構：變數的特性

### (A) 變數的宣告產生



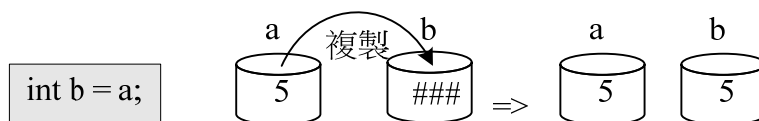
### (B) 指定變數內容



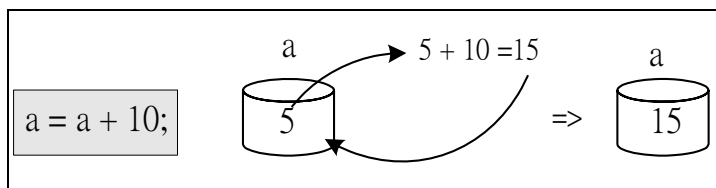
### (C) 宣告變數並指定內容

- int a=5;
- int b=4, count=0, flag=1;
- char c="A";

### (D) 變數內容複製



**(E) 變數內容的變更**



**(F) 變數之間的運算**

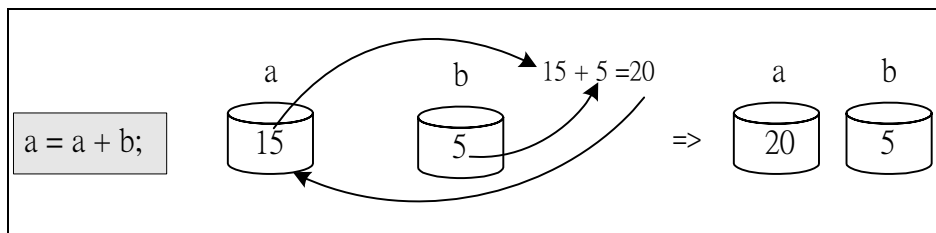


圖 2-10 變數之間的運算