int x 3; /* This is a comment that spans two lines */ Type Basics A type defines the blueprint for a value.We also declared a variable of type int whose name was x. static void Main() 1ntx12 30; Console.WriteLine (x); A variable denotes a storage location that can contain different values over time.Tolipper(); Console.Writeline (upperMessage); // HELLO WORLD int x 2012; message= message + x.ToString(); // Hello world2012 Console.WriteLine (message); The predefined bool type has exactly two possible values: true and faise.The string type represents a sequence of characters, such as NET or "http://oreilly.com. We can work with strings by calling functions on them as follows: string message "Hello world"; string upperMessage message.For example: