



4. What rules must be followed when naming variables?

5. Show how variables are declared and how values are assigned to them.

6. **Example:** What values do w, x, y, and z have at the end of this program?

```
int main() {  
    int w = 5;  
    float x;  
    double y;  
    char z = 'a';  
    x = 8.579;  
    y = -0.2;  
    w = x;  
    y = y + 3;  
    z = w - 5;  
    return 0;  
}
```