Figure 3.1 Some examples of assignment statements.

```
/**
 * Recall the simple data type int:
 */
int i = 2;     // creates an int variable i with the initial value 2
int j = 6;     // creates an int variable j with the initial value 6

/**
 * To change the value of i:
 */
i = 5;     // now i is 5
i = j * 3;     // multiply j by 3 and assign the result to i; now i is 18
i = i + 4;     // NOT AN EQUATION! (if it were, no finite i would satisfy it)
               // the computer evaluates the right-hand-side and assigns the result to the left-hand-side
               // this has the effect of incrementing i by 4, so i is now 22

/**
 * Some examples using Strings:
 */
String s;     // declares s to be of type String, s has no value yet!
s = "Richard";
s = s + " Pancer";     // now s is "Richard Pancer"
s = "Hi".concat(" there");     // now s is "Hi there"

/**
 * One of the most common statements in Java:
 */
i = i + 1;     // add 1 to i or increment i by 1—used in counted repetition
i += 1;     // an abbreviation
i ++;     // another abbreviation
```