

Solutions for types

Types

1.

Some kind of integer variable. Decimals are not needed - it wouldn't make sense to make $1/3$ of a goal. So to keep things simple and to skip the unnecessary, let's use an integer.

In Java: `int` In C: `int`

Some languages also support unsigned types, which can only be 0 or high. Such a type would be even better.

2.

String.

3.

It's not unlikely that we'll end up with decimals so a type that supports that would be good.

4.

Adding 1 and 1 is simple. The result is 2.