

### Variables / Assignment

```
let i = 1i;  
  
let hello = "world";  
  
let mut canChange = 2;  
canChange += 1;
```

### Integer Literals

Decimal	1234 or 1_234
Hex	0xffff or 0xff_ff
Octal	0o7777 or 0o77_77
Binary	0b11111111 or 0b1111_1111
Byte (u8 only)	b'A'

### Integer Types

Length	Signed	Unsigned
8-bit int	i8	u8
16-bit int	i16	u16
32-bit int	i32	u32
64-bit int	i64	u64
arch int	isize	usize



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