variable type for variable names beginning with a given letter or letters by using the DEF INT, DEF SNG, and DEF STR commands. For example, the command

```
DEF INT I
```

tells XYBASIC that all variable names starting with I (and not ending in ! or $) represent integer variables. Similarly, the command

```
DEF STR A-B
```

tells XYBASIC that all variable names starting with A and B (and not ending in ! or %) represent string variables. And the command

```
DEF SNG A-Z
```

tells XYBASIC that all variables starting with A through Z (i.e. with any letter) represent floating point variables. Here SNG abbreviates SiNGle, indicating that the variable is a single precision floating point value.

As noted above, integer arithmetic is faster than floating point arithmetic. If a program only uses numbers which are integers in the range -32767 to 32767, you can make it run faster by using integer variables throughout. The simplest way to do so is to include the command

```
10 DEF INT A-Z
```

as the first line of your program, to tell XYBASIC all variables are integer variables.

The default variable type for all letters is reset to floating point whenever Extended XYBASIC executes a NEW, CLEAR, RUN or LOAD command.