primitive

byte

short

int

long

float

double

boolean

char

non-primitive

String

Arrays

Classes

etc...

byte	1 byte	Stores whole numbers from -128 to 127.
short	2 bytes	Stores whole numbers from -32,768 to 32,767.
int	4 bytes	Stores whole numbers from -2,147,483,648 to 2,147,483,647.
long	8 bytes	Stores whole numbers from -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807.
float	4 bytes	Stores fractional numbers. Sufficient for storing 6 to 7 decimal digits.
boolean	1 bit	Stores true or false values.
double	8 bytes	Stores fractional numbers. Sufficient for storing 15 decimal digits.
char	2 bytes	Stores a single character/letter or ASCII values.

String is sequence of characters.

Array is a data type that can store multiple variables of the same data type in a sequence.

Class is like an object constructor or a "blueprint" for creating objects.

Object is an instance of a class. An entity that has state and behavior is known as an object.

```java
int myNum = 5;
float myFloatNum = 5.99f;
char myLetter = 'D';
boolean myBool = true;
String myText = "Hello";
```