Java Primitives Outline

Terms to define:

int	Integer
double	Integer.MIN_VALUE
char	Integer.MAX_VALUE
boolean	Integer.parseInt(…)
value	Double
reference	Double.parseDouble(…)
auto boxing/unboxing	NumberFormatException

Questions to answer:

Can you make your own primitives?

What do primitives not have?

1. D

2. C

3. M

What is never used with a primitive?

1. N

2. D

What primitive cannot use ==?

Why not?

What happens when you use a primitive as a parameter?

What happens when you use a primitive as a return type?

How can primitives be stored in collections?