Conner McCall

Week 1: Research Assignment

What are the 8 primitive data types in Java? What makes them each unique? What values can they hold?
The eight primitive data types in Java are: byte, short, long, int, float, double, boolean, and char. Each of them is used to hold different variable types, and each takes up a different amount of storage space. A byte stores one byte, or eight bits worth of data, which turns out to be relatively small whole numbers, up to 127. An int is the normal data type for storing whole numbers up to about two billion. Short is also used for whole numbers, but only goes as high as about 32,000. Long is also used for whole numbers, but can store absurdly high numbers, at the cost of additional storage space. Float stores fractional numbers with six to seven digits of accuracy, though this measures the total number of digits and not necessarily the number of digits past the decimal point. Double also stores fractional numbers, but up to fifteen total digits. Boolean stores a true or false value. Char stores any single character.
Sources:
https://www.w3schools.com/java/java_data_types.asp#:~:text=Primitive%20data%20types%20%2D%20includes%20byte,float%20%2C%20double%20%2C%20boolean%20and%20char
https://www.arduino.cc/reference/en/language/variables/data-types/float/

What is your favorite thing you learned this week?
I don't know about favorite, but perhaps most useful would be applicable. When I installed Git, I used all of the default options. This means that the default editor it wanted to use was Vim, which I have since learned is the single most unintuitive piece of software I have ever had the displeasure of working with. When I first tried to commit using Git, it took me to a Vim editor to choose a user for the program. After eventually figuring out that I was, in fact, in Vim (because it looks so similar to the command prompt), some quick googling informed me that to save the information I had typed in, I needed to type ":x!". I never would have figured that out on my own.
Source:
https://opensource.com/article/19/3/getting-started-vim