Chapter 4 Key Terms

Boolean Variable - a variable that has only two states, true or false.

Casting - indicating to the compiler that a variable should be treated as a certain data type even if it looks like a different type to the compiler. Also called type casting.

Class Wrappers - an object-oriented data type. Also called an *object wrapper.*

Constant - a storage area that retains its value for the duration of the program’s run.

Data Type - a way you specify what type of data is held in a variable or a constant.

Declare - the process of telling a compiler the name of a variable or constant and the type of data it will contain.

Exponential Notation -also called *scientific* , a method of specifying very large and very small values.

Identifier - a name given to a variable or a constant.

Initialize - the process of setting a variable to its starting value.

Intrinsic Data Types - the eight standard data types supported by Java.

Keyword - a word reserved for use by the Java language.

Math Coprocessor - the area of a computer’s processor where math operations are performed.

New - a word used to allocates space for an object.

Object Wrappers - a set of object oriented data types within Java.

Primitive Data Types - basic data types, such as Boolean, int, float, etc.

String - a group characters representing data.

Variable - an area that holds data that can be modified during program execution.

Floating-Point Unit - is a processor that works with floating-point numbers. FPUS are often called math coprocessors.