**Primitive Data Types**

After learning about variable initialization and assignment, you should be aware that data types are serious business. They can determine the success or failure of your project. Therefore, you should know them extremely well. This document should serve as a quick reference guide for the data types we will be using most often in this class. Research each of the terms below and write their definitions in the boxes below

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| **int : Used for integral values unless there is a concern for memory.**  **32-bit** |
| **double: double floating point, usually used for decimals, but not for precise values such as currency.** |
| **boolean: two outputs: true or false, used for simple flags** |
| **float: Used for saving space in floating point arrays** |
| **char: Used to store Unicode characters from \u00000 to \ufffff** |
| **short: Used when memory is a concern, is 16 bit as opposed to int which is 32 bit.** |
| **long: 64 bit, used when more than 32 bits needed.** |