**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

|  |
| --- |
| **int :** Integer is a class and int is a primitive type. Variables of type int store the actual binary value for the integer you want to represent. It stores whole numbers only, no fractions or decimals. |
| **double:** The double datatype is the default choice for decimal values, but it can hold any real number. |
| **boolean:** The boolean datatype holds the values of true and false. In Java, it is used as a on/off switch. |
| **float:** Used to define a variable with a fractional value. Numbers created using a float variable declaration will have digits on both sides of the decimal point. |
| **char:** A char is a single character, that is a letter, a digit, a punctuation mark, a tab, a space or something similar. |
| **short:** The shot datatype is a 16-bit signed two’s complement integer. Short can be used to save memory in large arrays. |
| **long:** The long datatype is a 64-bit two’s complement integer. Long can be used to produce a range of values wider than those provided by int. |