A3 Notes

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ASCII- a number assigned to each character of a language

Ex. a = 97

Assignment Operator- assigns a value to a variable (=)

Ex. int myInt = 0;

Boolean- holds a true or false value

Ex. bln myBln = true;

Char- holds one character

Ex. char myChar = ‘A’;

Decrement Operator- decreases the value

Ex. int myInt -= 1;

Double- holds a decimal.

Ex. double myDbl = 1.00;

Float- holds a less precise decimal ; is < 1 and > 0

Ex. float myFloat = .50;

Increment Operator – increases the value

Ex. int myInt += 1;

Identifier- a name for the variable

Ex. int myInt;

Int- holds a integer

Ex. int myInt = 1;

Modulus Operator- gets the remainder

Ex. 10 % 9 = 1

Reserved Words- a set of words used by the system

Ex. int; double; float; new

Primitive Data Type- basic types of a variable

Ex. int; double; float; String

Type Conversion- conversion from one data type to another

Primitive Data Types

Summary: This lesson has covered a great amount of detail regarding the Java language. At first, it is necessary to memorize the syntax of data types and their operations, but with time and practice, fluency will come. As classes are designed and code is written to solve problems, a primitive data type will often be chosen to store basic information.