1. Primative data types
   1. **byte**, **short**, **int** and **long** data types are used for storing whole numbers.
   2. **float** and **double** are used for fractional numbers.
   3. **char** is used for storing characters(letters).
   4. **boolean** data type is used for variables that holds either true or false.
2. Non-primitive data types
   1. Stuff

Class is simply a container for a programs code.

Method is-take arguments, will perform a calculation, and may return an answer.

Dynamic Binding-(look it up)

Method call of an object will have to be defined otherwise you will get a compilation error.