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```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7  /**
8   *
9   * @author ASUS
10  */
11  public class tugas1 {
12      public static void main(String[] args) {
13          System.out.println("Nilai maksimum Byte \t:" + Byte.MAX_VALUE);
14          System.out.println("Nilai maksimum Integer \t:" + Integer.MAX_VALUE);
15          System.out.println("Nilai maksimum Float \t:" + Float.MAX_VALUE);
16          System.out.println("Nilai maksimum Double \t:" + Double.MAX_VALUE);
17      }
18  }
19
```

Output - TUGAS1 (run) ×

```
run:
Nilai maksimum Byte      :127
Nilai maksimum Integer   :2147483647
Nilai maksimum Float     :3.4028235E38
Nilai maksimum Double    :1.7976931348623157E308
BUILD SUCCESSFUL (total time: 2 seconds)
```