

# Data Types

## Note

\* if we try to store the data beyond the range of data type we would get an error : Incompatible types : possible lossy conversion

## Type Casting

Converting from one data type to another data type is known as type casting

2 types  $\rightarrow$  1. implicit  
2. explicit

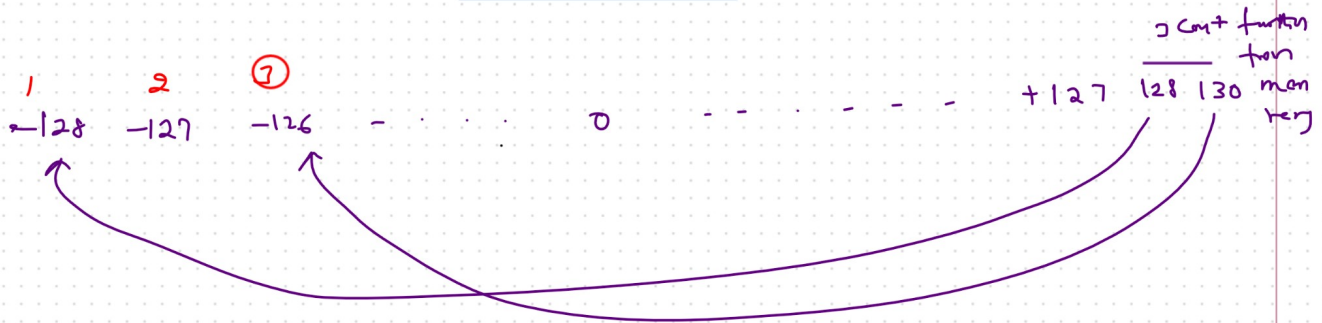
Implicit Type Casting : Converting from lower data type to higher data type is called as implicit type casting

```
byte y = 10;
int x = y;
```

This process is done by JVM on its own

Explicit Type Casting : Converting from higher data type to lower data type

```
int i = 130;
byte b = (byte)i;
```



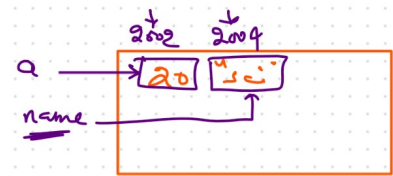
## Type Conversion Chart

	base-2				IEEE	
data type	byte	short	int	long	float	double
no. of bytes	1 byte	2 bytes	4 bytes	8 bytes	4 bytes	8 bytes
default value	0	0	0	0	0.0	0.0



implicit / widening

Variable: Giving name to the memory location



Allowed character :	A-Z	Valid
	a-z	abc ✓
	0-9	5219 ✗
Special Character	-	- ✗
	_	_ ✓

### Identifiers (Rules)

- 1) Above character can be used as identifier
- 2) we can't start any identifier with a numeric value
- 3) we can't use any special character apart from '\_', '-'
- 4) keywords can't be used as identifier
  - ↳ there are reserved words which does specific operations
  - 52 keywords in java

Literals: The value given to the variables

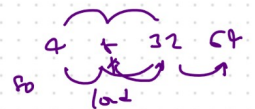
→ In case of floating point value we have suffix 'f' to the value  

$$\text{float } y = 15.7f \quad \rightarrow \quad \text{float } y = (\text{float}) 15.3$$

↑  
default decimal

if we don't use suffix 'f' it is considered as double  
 suffix [f, F, d, D]

→ In case of long → we have suffix 'l' (1) int



Long ② = 214 748 3647 ②

if we don't use suffix 'l' it is considered as integer value