**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

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| **int : int is used to hold the place of an unsigned integer between 0 and 2^31 -1. They hold whole numbers and not decimals or fractions.** |
| **Double: it holds decimal numbers.** |
| **Boolean: boolean can be a true or false/ yes or no variable.** |
| **float: it is the same as double but for larger numbers** |
| **char: single 16-bit unicode character it has a min of \u0000 (0) and a max of \uffff (or 65,535). All unicode characters** |
| **short: 16-bit integer with a min of -32,768 and 32,767** |
| **long: 64-bit integer with a min of 0 and a max of 2^64 -1. Can be used when the value is too big for an int** |