**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 : can store whole numbers from -2,147,483,648 to 2,147,483,647** |
| **Double: can store “floating point values” (numbers with a fractional part) with double the precision of a float (from 1.7e-308 to 1.7e+038** |
| **Boolean: can store a two state value, either “true” or “false”** |
| **float: can store “floating point values” (numbers with a fractional part) from 3.4e-038 to 3.4e+038** |
| **char: stores a single character in unicode and so takes 2 bytes** |
| **short: can store whole numbers from -32768 to 32767** |
| **long: can store whole numbers from -9,223,372,036,854,775,808 to 9,223,372,036,854,755,807** |