Primitive Types Challenge

Your challenge is to create four new variables:

- A **byte** variable, set it to any valid **byte** number, it doesn't matter.

- A **short** variable, set it to any valid **short** number.

- An **int** variable, set it to any valid **integer** number.

- Lastly, create a variable of type **long**. Make it equal to 50,000 plus 10 times the sum of the **values of the first 3 variables (your byte, your short and your int values). In other words, use the variable names in your expression to calculate the sum**.

Using Parentheses

Parentheses are another way to make your code more readable.

```
longTotal = 50000L + (10 * sumOfThree);
```

They also make it clear which calculation should be done first.

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Recap

So that's it, for bytes, shorts, integers and longs, which are the first four primitive types in Java's list of available types.

We still have four left to go.

In the next video, we are going to start talking about decimal numbers, because, of course, we've only been dealing with whole numbers up until now.