**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 : The int is a 32-bit signed two’s complement integer. Minimum value of -32,768 and maximum value of 32,767.** |
| **double: Store a double value but an object reference is required.** |
| **boolean: Only two possible Boolean values true and false.** |
| **float: The java.lang.Float class is the nominal wrapper class when you need to store a float value but an object reference is required.** |
| **char: is a keyword. It defines a character primitive type. It can be used to create character literals and numeric representation.** |
| **short: is a keyword. It defines a 16 bit signed integer primitive type.** |
| **long:** |