**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

|  |
| --- |
| **int :**  Default data type for integral values unless there is a concern about memory. Only holds whole numbers data. |
| **double:**  Default data type for decimal values, generally the default choice. Should never be used for precise values such as currency. |
| **boolean:**  Represents one bit of information. There are only two possible values: true and false. |
| **float:**  Mainly used to save memory in large arrays of floating point numbers. Default value is 0.0f. Never used for precise values such as currency. |
| **char:**  Used to store any character. |
| **short:**  Used to save memory as byte data type. A short is 2 times smaller than an int. |
| **long:**  Used when a wider range than int is needed. |