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| --- | --- |
| Day | *Time* |
| Mon | *02 : 00 PM* |
| Tue | *04 : 00 PM* |
| Wed | *11 : 45 PM* |
| Thu | *02 : 00 PM* |
| Fri | *03 : 15 PM* |
| Sat | *12 : 00 PM* |
| Sun | *02 : 00 PM* |

In [computer science](https://techterms.com/definition/computer_science), a primitive is a fundamental [data type](https://techterms.com/definition/datatype) that cannot be broken down into a more simple data type. For example, an [integer](https://techterms.com/definition/integer) is a primitive data type, while an [array](https://techterms.com/definition/array) in non primtive , which can store multiple data types,.

Some [programming languages](https://techterms.com/definition/programming_language) support more data types than others and not all languages implement data types the same way. However, most [high-level languages](https://techterms.com/definition/high-level_language) share several common primitives.

[Java](https://techterms.com/definition/java), for instance, has eight primitive data types:

1. boolean – a single TRUE or FALSE value (typically only requires one [bit](https://techterms.com/definition/bit))
2. byte – 8-bit signed integer (-127 to 128)
3. short – 16-bit signed integer (-32,768 to 32,767)
4. int – 32-bit signed integer (-231 to -231 -1)
5. long – 64-bit signed integer (-263 to -263 -1)
6. float – 32-bit [floating point](https://techterms.com/definition/floatingpoint) number
7. double – 64-bit floating point number
8. char – 16-bit [Unicode](https://techterms.com/definition/unicode) character

The [string](https://techterms.com/definition/string) data type is generally considered non-primitive since it is stored as an array of characters.

Primitives supported by each programming language are sometimes called "built-in data types" since they store values directly in [memory](https://techterms.com/definition/memory). Non-primitive data types store references to values rather than the values themselves. Examples of non-primitive Java data types include arrays and [classes](https://techterms.com/definition/class).