

Starting at 9:05

```
System.out.print();  
System.out.println();  
System.out.print(123);    ⇒ 123  
System.out.print("123");  ⇒ 123  
System.out.print(1 * 2);  ⇒ 2
```

Data Types

Input

Data Types

	Ice	Water	Vapor
	Solid	Liquid	Gas
container :	tray	glass	cylinder

Data printed ⇒ Numbers, Text

Numbers

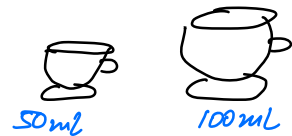
└─	Integer	(int)	} Integers
└─	long	(long)	
└─	Float	(float)	} Decimal numbers

→ Double (double) ✓

Integers $\Rightarrow \{ \dots, -3, -2, -1, 0, 1, 2, 3, \dots \}$

Decimals $\Rightarrow \{ 2.03, 3.11, -7.15, -9.88 \}$

Shop \Rightarrow Coffee $\leq 50\text{ml}$



Computer stores data
in 0s and 1s

Range of data

Switch



Bit $\Rightarrow 0/1$



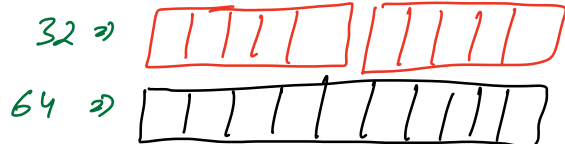
0



1

int $\Rightarrow 32$ bits

long $\Rightarrow 64$ bits



wasting memory

int $\Rightarrow 32$ bits

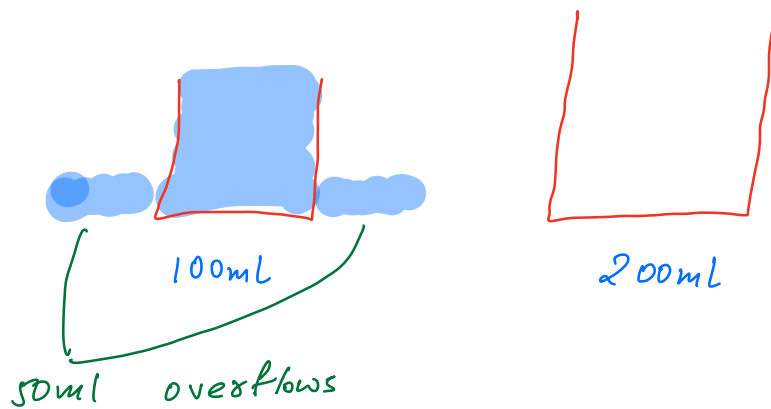
long $\Rightarrow 64$ bits

$$\begin{aligned} -10^9 &\lesssim -2^{31} \leq \text{int} \leq 2^{31} - 1 \lesssim 10^9 \\ -10^{18} &\lesssim -2^{63} \leq \text{long} \leq 2^{63} - 1 \lesssim 10^{18} \end{aligned}$$

float \Rightarrow 32 bits Low precision
double \Rightarrow 64 bits High precision

Text \Rightarrow String

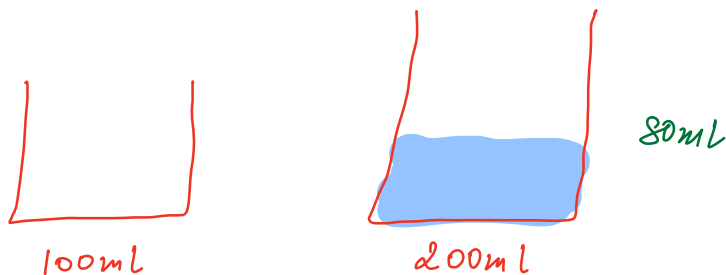
Integer Overflow



32 bit
int
can't store 10^{12}
 \rightarrow Random value

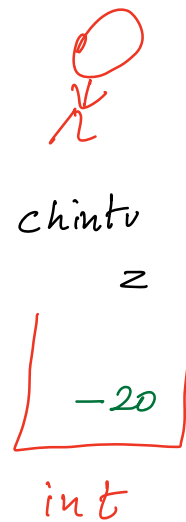
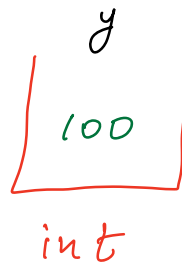
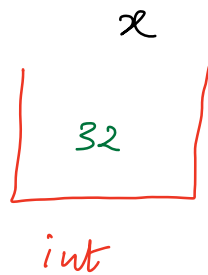
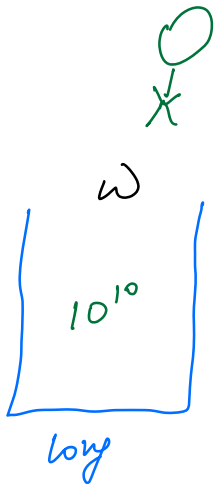
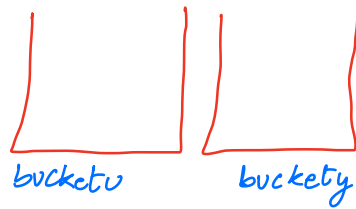
64 bit
long
 10^{12}

Type casting



Smaller \rightarrow bigger
bigger \rightarrow smaller

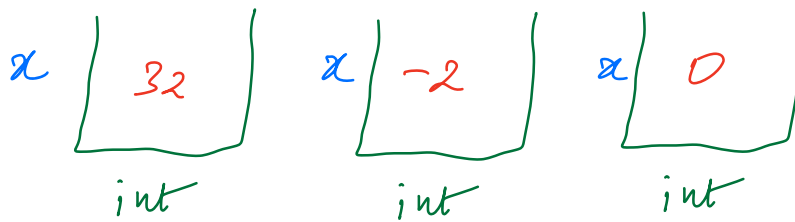
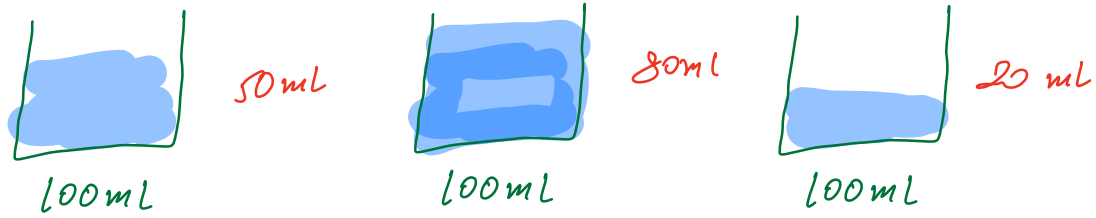
Variables



```
int x;  
int y;  
long z;  
float w;
```

```
String s;
```

double v;



int x;
x = 32;

long w;
w = 1000000000000l;

float f;
f = 1.234;

double d;
d = 3.14172857;

Syntax \Rightarrow Rules

long w;
w = 1000000000000;

See what is in w \Rightarrow not 10^{10}

Break w: 30