**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 :**   * Integers * Will only hold whole numbers data |
| **double:**   * Decimal numbers * Will hold any real number * Should not be used for precise values |
| **boolean:**   * On/off switch * Can only hold the values True or False |
| **float:**   * Used to save memory in large arrays of floating point numbers * Should not be used for precise values |
| **char:**   * Single 16-bit Unicode character * Minimum value of ‘\u0000’ (or 0) andmaximum value of ‘\uffff’ (or 65,535 inclusive) |
| **short:**   * Integers * Used to save memory in large arrays * Minimum value of -32,768 and maximum value of 32,767 (inclusive) |
| **long:**   * Integers * Minimum value of -2^63 and maximum value of 2^63 - 1 * Used when range of values needed greater than those provided by int |