**Primitive Data Types**

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| **int : represent integers, no decimals or fractions, only whole numbers** |
| **Double: used primarily for decimals and fractions** |
| **Boolean: only two possible values: true and false, used for simple flags that track true and false** |
| **float: used to save memory in large floating point numbers** |
| **char: a single Unicode character; char is used to represent any given character** |
| **short: can be used to save space as byte data type; 2 times smaller than int** |
| **long: used when a wider range than int is needed** |