**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 : 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** |