**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

|  |
| --- |
| **int :** Size is 32 bits = 4 bytes,biggest number,stores integers |
| **double:** 64 bits = 8 bytes = store decimal values to 15 decimal digit precision |
| **boolean:** TRUE or FALSE; True = 1, Float = 0 = 1 bit  Stores Boolean (Logical) values |
| **float:** 32 bits= 4 bytes = store decimal Stores decimal values to 7 decimal digit precision |
| **char:** 8 bits = 1 bytes  ASCII  A = 142  Stores one character |
| **short:** 16 bits = 2 bytes  Only integers |
| **long:** 64 bits = 8 bytes  No decimal  Only integers |