**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 : int are just like Algebra integers and will only be a WHOLE NUMBER data (*integer*)** |
| **Double: For the decimal data- Any Real Number** |
| **Boolean: TRUE OR FALSE=ON/OFF SWITCH** |
| **float: saves data in large array of floating point values, not precise**  **(single-precision 32-bit IEEE 754 floating point)** |
| **char:** The char data type is a single 16-bit Unicode character. It has a minimum value of '\u0000' (or 0) and a maximum value of '\uffff.  “Character” usually used for letters, etc. finds characters through position number |
| **short: save large arrays of data** |
| **long: goes into larger variation of data** |

Variable names:

