**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 : representation for integers in Java**  **Can only have whole numbers as ints’.**  ex/ int a = 2; |
| **Double: used for decimal number inputs and will hold any number, but should not used for precise values like currency**  ex/ double a = 2.2; |
| **Boolean: only holds true/false values; use this for simple flags that track true/false conditions** |
| **float: use float to save memory in large arrays of floating point numbers; never use for precise values either.** |
| **char: single 16-bit Unicode character that has a minimum value of 0 and a max of 65,535** |
| **short: max is 32,767; min is -32,768; used to save memory in large arrays, in situations where memory saving matters** |
| **long: minimum value of 0 and a maximum value of 264-1;Use this when you need a range of values wider than those provided by int.** |