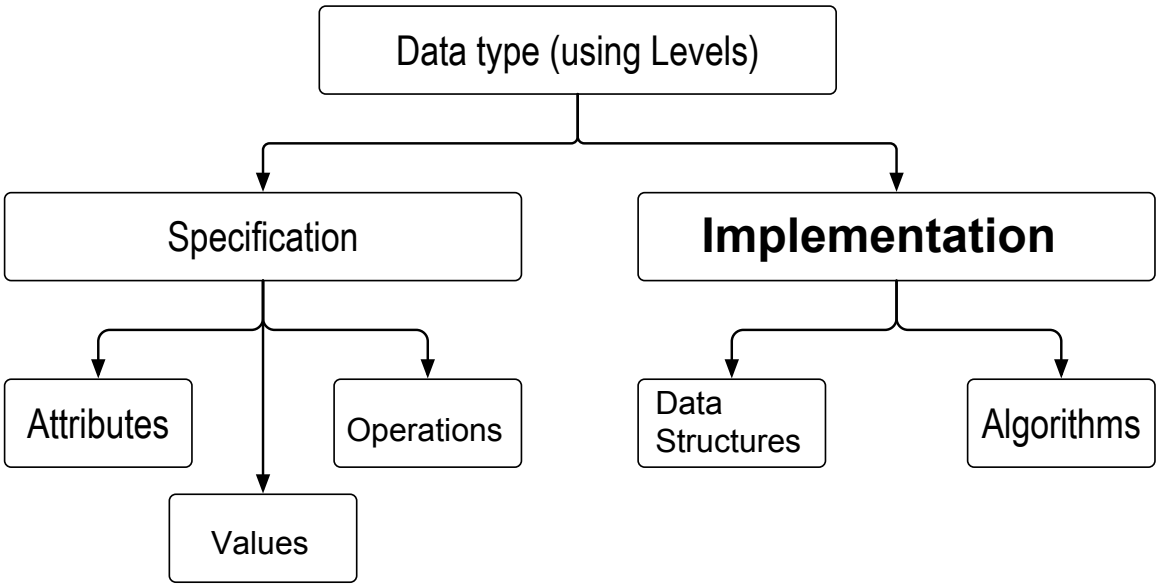
Unit 2: Session 1

To relate the right structure of data types for the data while designing programming language

1. A data type is a [classification of data] which tells the compiler or interpreter how the programmer intends to use the data.

   Hints: [structure, variable, classification of data, procedure]

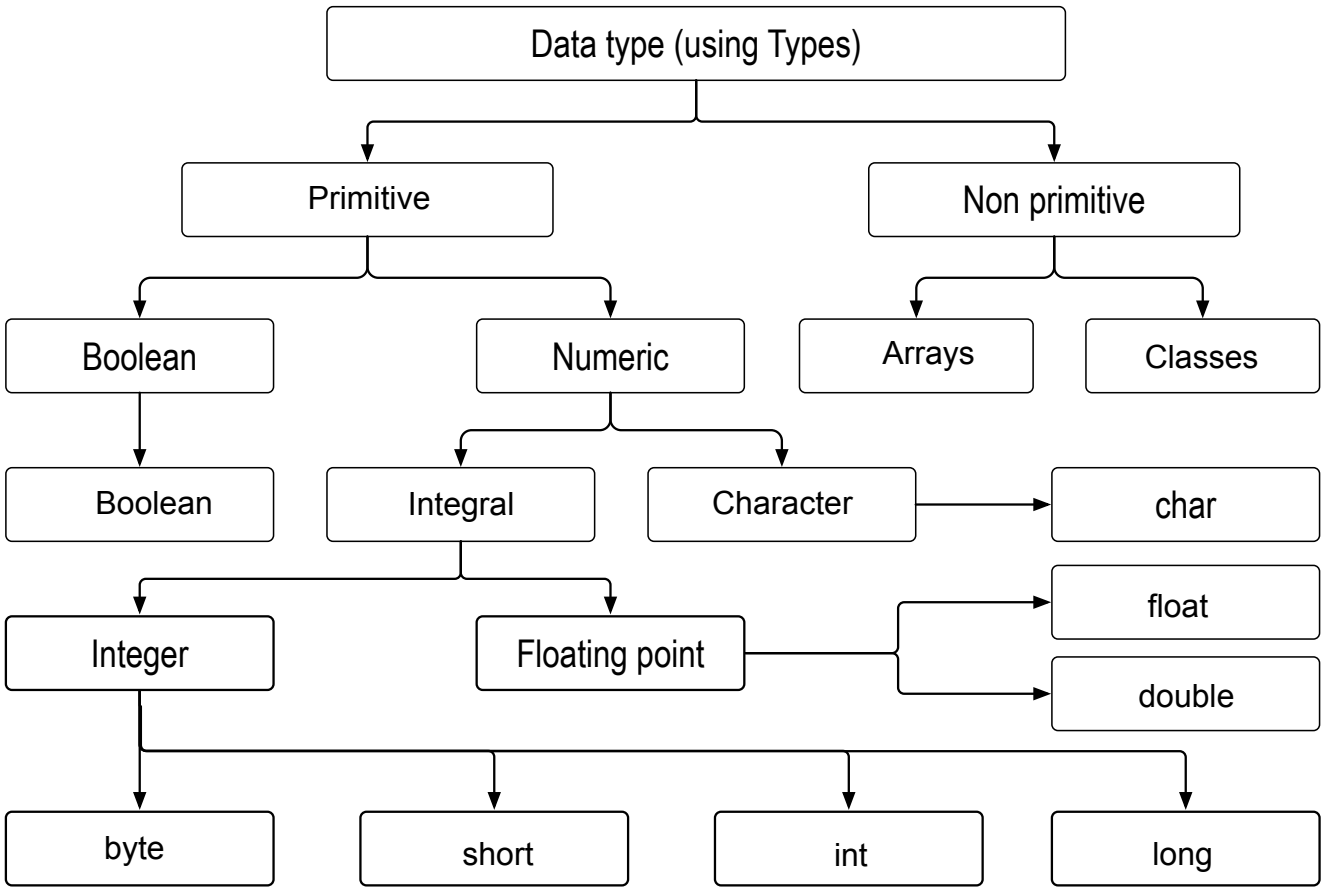
2. A data type in a language may be studied at two different **levels and types.** In terms of levels data type is studied as



3. Match the components of a computer system

No	Data type	Size	Right/wrong	If wrong, correct it
1	byte	1 byte		
2	boolean	1 byte		Size is 2 bytes
3	char	2 bytes		
4	double	4 bytes		Size is 8 bytes
5	float	8 bytes		Size is 4 bytes
6	int	4 bytes		
7	long	8 bytes		
8	short	4 bytes		Size is 2 bytes

4. Fill in the blanks with appropriate values



Choose from the list: [Integral, primitive, string, character, arrays, boolean, float, long, int, double, short, byte]

5. Fill up the following

   a. Boolean data type stores only two possible values: True and False

   b. Byte Data Type is used to save memory in large arrays where the memory savings is most required.

   c. Java has four integer data types: They are

   byte | short | int | long

   d. C and C++ use char arrays to store char strings and string operations through a standard library string class

e. The null char which is represented with [.]

f. In Java, strings are supported as a primitive type by [string class.]

6. Key Words Search on Primitive Data types

[BYTE, SHORT, INT, LONG, FLOAT, DOUBLE, BOOLEAN, CHAR, PRIMITIVE, STRING, CLASS]