```
class DataTypes{
      public static void main(String[] args){
            // 1. Primitive 2. Non-Primitive
            // 8 data types in primitive

            // byte short int long {whole numbers}
            // float double    {decimal numbers}
            // char                  {character}
            // boolean               {true/false}

            // Each data type has its own size
            // byte               1 byte               8 bits     Byte
            // short        2 bytes              16 bits          Short
            // int                4 bytes              32 bits
      Integer number = 10; number.
            // long          8 bytes              64 bits          Long
            // float         4 bytes              32 bits          Float
            // double        8 bytes              64 bits
      Double
            // char               1 byte               8 bits
      Character
            // boolean            1 bit{1 byte}   8 bits
      Boolean

            // range = -2^(n-1) --> [2^(n-1)]-1

            byte num1 = 10;
            short num2 = 20;
            int num3 = 30;
            long num4 = 40;
            float num5 = 50.0f;
            double num6 = 60.0;
            char char1 = 'H';
            boolean result = true;

            System.out.println(num1);

            // Non-Primitive --> Array, String, Class

            int value1 = 10;
            int value2 = 20;
            int value3 = 30;
```

```
            .
            .
            .
            int value100 = 1000;

            int[] values = new int[100];                              //
size is fixed
            Array<Integer> valuesArray = new Array<Integer>();  // size
is not fixed
      }
}
```