**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 :**  Primitive type defining numeric integers.  Int x = 3 |
| **Double:**  Denoting decimal numbers (non-integers)  Can store more integers than a float |
| **Boolean:**  Acts as a “switch” for a system  Can only denote “true” or “false”: so 2 options |
| **float:**  Stores less integers than a double → acts similarly  Still crazy big range though  First\_number = 10.5f |
| **char:**  Similar to a string but can only store one character (string can store one or multiple) |
| **short:**  Use shorts when memory is important larger range than bytes |
| **long:**  Used when range of values is larger than int allows |