

# University of the Armed Forces ESPE

## Software Engineering

### Object Oriented Programing

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#### Primitives

A primitive type or elementary type is the original data types of a programming language, that is, those provided by the language and with which we can build abstract data types and data structures.

In his case we have two types of primitive data for our study.

Java:

<b>byte</b>	-128, 127, 8 bits
<b>short</b>	-32768, 32767, 16 bits
<b>int</b>	$-2^{31}$ , $2^{31}-1$ , 32 bits
<b>long</b>	$-2^{63}$ , $2^{63}-1$ , 64 bits
<b>float</b>	Coma, 32 bits
<b>double</b>	Coma, 64 bits
<b>boolean</b>	True or false, 1 bit
<b>char</b>	Caracter of 16 bits

Python:

<b>Integer</b>	It's used to represent a whole number, included negative numbers and the size depends of the computer storage capacity.
<b>Float</b>	Is used to represent floating point numbers.
<b>Boolean</b>	Can take up the values of True or False.
<b>String</b>	Used to store words, characters and alphabets

It is important to know the differences that have these two types of programming language, especially when talking about the sizes and limits that each of them handles primitive data. In the same way with both you can make very similar applications and do almost the same operations.

#### References

- Tipos de Datos Primitivos en Java. (2021). Retrieved 16 June 2021, from <http://www.manualweb.net/java/tipos-datos-primitivos-java/>
- Alberca, A. (2021). Tipos de Datos Primitivos Simples | Aprende con Alf. Retrieved 16 June 2021, from <https://aprendeconalf.es/docencia/python/manual/tipos-datos-simples/>