**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 :** 32-bit signed two's complement integer, which has a minimum value of -231 and a maximum value of 231-1 |
| **double:**  double-precision 64-bit IEEE 754 floating point, generally the default choice for decimal values. |
| **boolean:** has only two possible values: true and false |
| **float:** a single-precision 32-bit IEEE 754 floating point, used if you need to save memory in large arrays of floating point numbers. |
| **char:**  a single 16-bit Unicode character. Minimum value of 0 and maximum value of 65,535. |
| **short:** a 16-bit signed two's complement integer. Has a minimum value of -32,768 and a maximum value of 32,767. |
| **long:** 64-bit two's complement integer, has a minimum value of -263and a maximum value of 263-1. |