In Kotlin, the basic data types are:

**1. Numbers**

Kotlin provides several numeric types:

* Byte (8-bit)
* Short (16-bit)
* Int (32-bit)
* Long (64-bit)
* Float (32-bit floating point)
* Double (64-bit floating point)

package org.example  
  
fun main() {  
 val myByte: Byte = 10  
 val myShort: Short = 20  
 val myInt: Int = 100  
 val myLong: Long = 1000L  
 val myFloat: Float = 10.5F  
 val myDouble: Double = 99.99  
  
 *println*(myByte)  
 *println*(myShort)  
 *println*(myInt)  
 *println*(myLong)  
 *println*(myFloat)  
 *println*(myDouble)  
}

**2. Characters**

* Char is used to store a single character.
* It is enclosed in **single quotes**.

val myChar: Char = 'A'  
*println*(myChar)

### 3. ****Boolean****

* Boolean can hold only true or false.

val isKotlinFun: Boolean = true  
*println*(isKotlinFun)

### 4. ****Strings****

* String is used to store a sequence of characters.
* Can be enclosed in **double quotes** (").
* Supports string interpolation using **$**.

val myString: String = "Hello, Kotlin!"  
val name = "Alex"  
*println*("Welcome, $name")

### 5. ****Arrays****

* Arrays store multiple values of the same type.

val numbers: Array<Int> = *arrayOf*(1, 2, 3, 4, 5)  
*println*(numbers[0])

### 6. ****Nullable Types****

* By default, variables in Kotlin cannot hold null.
* To allow null, use ?.