General Primitives

Boolean:

- true or false

- some languages 0 is false

    - C
    - not Java

Floating-Point Number:

- float

    - faster
    - only use to operate on a lot of floating- point numbers (think in the order of thousands or more) and analysis of the algorithm has shown that the reduced range and accuracy don't pose a problem
    - scientific notation in base 2

- double

    - more precise
    - use in default
    - long double can be used if you need more range or accuracy than double

- real

Character: