

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:
