**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 :**  **Use the Integer class to use int data type as an unsigned integer.** |
| **double: For decimal values, this data type is generally the default choice. This data type should never be used for precise values, such as currency.** |
| **boolean: The boolean data type has only two possible values: true and false. Use this data type for simple flags that track true/false conditions. This data type represents one bit of information, but its size isn't something that's precisely defined.** |
| **float: As with the recommendations for byte and short, use a float (instead of double) if you need to save memory in large arrays of floating point numbers. More decimal points than double.** |
| **char: The char data type is a single 16-bit Unicode character. It has a minimum value of '\u0000' (or 0) and a maximum value of '\uffff' (** |
| **short: The short data type is a 16-bit signed two's complement integer. It has a minimum value of -32,768 and a maximum value of 32,767 (inclusive). As with byte, the same guidelines apply: you can use a short to save memory in large arrays, in situations where the memory savings actually matters.** |
| **long: The signed long has a minimum value of -263 and a maximum value of 263-1. In Java SE 8 and later, you can use the long data type to represent an unsigned 64-bit long, which has a minimum value of 0 and a maximum value of 264-1. This is used with a range of values wider than those provided by int.** |