**Tipuri de date fundamentale**

Bool – true / false (0 / 1)\

Short, int, long – 0, 4, 123, -45 (nr intregi)

-**short** – nr mici – 1,2 byts (1 byte = valori intre 0 – 255 sau -128 - 127/ 2 bytes = pana la 65535/ -32768 - 32767)

-**long, int** – nr mari

Char – character

Float

Double