

Syntax:-

<String - type>

<String - Variable> =

"<sequence - of - string>"

2) class

class is a user defined blue print or prototype from which objects are created.

3) object:

object is a basic unit of object oriented programming and represents real-life entities.

Example:-

```
Public class String Example {  
    Public static void main (String[] args) {  
        String str = "Hello (this) is example of string type"  
        String substr = str.substring (0, 14);  
        System.out.println (substr);  
    }  
}
```

Example

Byte data example.

```
public class ByteExample {  
    public static void main (String[] args)
```

```
{  
    byte b = 1;  
    System.out.println(b);  
}
```

Short data example.

```
public class PrimitiveDataType {  
    public static void main (String[] args)  
    {  
        short s = 34;  
        System.out.println(s);  
    }  
}
```

Non-primitive data type (or) Reference data

String is defined as an array of characters. In Java, it is designed to hold sequence of characters.

Integer data type:-

It's 32 bit signed two's complement integer

Syntax: int int var;

Long data type:-

The long data type is a 64-bit two's complement integer.

* long data type is 8 bytes

Double data type.

Double data type is a double precision 64-bit IEEE 754 floating point

Syntax: double double var;

char data type

char data type is a single 16 bit unicode character with size of 2 bytes

Syntax: char char var

Data type :-

Data type in Java are different sizes and values that can be stored in the variable that is made as per convenience.

↳ Primitive

↳ Non-primitive

Primitive data type :-

Primitive data are only single values and have special capabilities.

Boolean data type :-

Boolean data type represent only bit to the information either true or false.

Byte data type :-

Byte data type is an 8-bit signed two's complement integer.

Byte data type is useful for saving memory large arrays.

Short data type :-

Short data type is a 16-bit signed two's complement integer.