# Byte (1B) vs char (2B unicode)

Char is Unicode code so it’s 2 Bytes.

Byte as its name says, is 1 Byte.

# Casting

Widening doesn’t need explicit casting. Narrowing needs explicit casting

double x = 3.4;

int y = (int)x;

Set: random order >< List: insertion order

Hashset: random order >< LinkedSet: insertion order