Types overflow

Which primitive types can hold the following numbers:

- 127
- 128
- 16000
- 64000
- 2 000 000 000
- 4 000 000 000

Write primitive types according to their size (in bits)

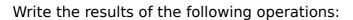
- 8
- 16
- 24
- 32
- 48
- 64

Heap and Stack

Where the fullowing objects or primitives will be allocaded? (heap or stack)

- Object
- int in a function
- int as class member
- String
- int[] in a function
- int[] as class member
- static Object

Bit operations and number literals



- 1 | 3
- 1 & 2
- 1 « 1
- 5 » 2
- 0xFF 0b101

Floating point

Can the following values be stored in a *float* without losing of precision?

- 1
- 2
- 4
- 0.1
- 0.2
- 1.1
- 1 000 100
- 1 000 000 001