**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 : designates a 32-bit signed integer, generally used as the default type for integral values** |
| **double: designates a 64-bit floating point, generally used as the default type for decimal values** |
| **boolean: designates only two possible values: true or false, used for flags that track true/false conditions** |
| **float: designates a 32-bit floating point, used to save memory in large arrays of floating point numbers** |
| **char: designates a 16-bit character type, used to store any character** |
| **short: designates a 16-bit signed integer, used to save memory as byte data type (2 times smaller than int)** |
| **long: designates a 64-bit signed integer, used when a wider range than int is needed** |