

### Primitive Data Types

Type	Size	Range/Value
byte	8 bits	-128 .. 127
short	16 bits	-32,768 .. 32,767
int	32 bits	-2,147,483,648 .. 2,147,483,647
long	64 bits	-9,223,372,036,854,775,808 .. 9,223,372,036,854,775,807
float	32 bits	3.40282347 x 10 <sup>38</sup> , 1.40239846 x 10 <sup>-45</sup>
double	64 bits	1.7976931348623157 x 10 <sup>308</sup> , 4.9406564584124654 x 10 <sup>-324</sup>
boolean		True/False
char		Single Characters
String		A String of Characters

### Escaped Characters

	Action
\b	Backspace
\n	New Line
\t	Tab
\r	Carriage Return
\f	Form Feed
\"	Double Quote
\\	Back Slash

### Key Words

Key Word	Description
class	Blueprint for an Object
main	
public	Available to all Classes
private	Available to this Class only
protected	Available to this Package only
static	
void	Does not return any values
final	Always remains the same (constant)
new	Creates a new object
this	

### Arithmetic Operators

Operator	Action
+=	Add
-=	Subtract
*=	Multiply
/=	Divide
%=	Remainder
++	Increment by 1
--	Decrement by 1

### Equality and Relational Operators

Operator	Action
>	Greater Than
<	Less Than
==	Equal To
!=	NOT Equal To
>=	Greater Than or Equal To
<=	Less Than or Equal To

### Conditional Operators

Operator	Action
&&	Returns true if boolean value on the right and left are both true
	Returns true if either boolean value on the right or left are true
!	Converts the boolean value to its right to its opposite
^	Returns true if there is 1 true and 1 false boolean value on the right or left

