

Data Types

byte	8 bits
short	16 bits
int	32 bits
long	64 bits
boolean	1 bit
char	16 bit unicode
float	32 bit decimal
double	64 bit decimal

Byte (8 bits/1 byte)

-128 to 127

-2^7 to $2^7 - 1$

Default value is : 0

Byte data type is used to save space in large arrays, mainly in place of integers, since a byte is four times smaller than an int

Short (16 bits/2 bytes)

-32,768 to 32,767

-2^{15} to $2^{15} - 1$

Short data type can also be used to save memory as byte data type. A short is 2 times smaller than an int

int (32 bits/4 bytes)

-2^{31} to $2^{31} - 1$

default data type

Long (64 bits/8 bytes)

Default value is : 0L

long Variable_Name = Value_L;

Boolean (1 bits)

true and false

Default value is : false

Char (16 bits)

Unicode character

char a = 'A';

char japanese = "\u...."

Double and Float

Decimal number

Double 64 bits/ 8 bytes

Float 32 bits / 4 bytes

mydouble = doublesci = 1.23e2 (scientific notation)

myfloat = 0.1f

Assignment Operator

Sign that use to determine data by using equal sign (=)

Ex. int x = 20;

x = 2 + 3 + 4;

Arithmetic Operator

a=30 b=15

+ Addition a+b = 45

- Subtraction a-b = 15

* Multiplication a * b = 450

/ Division a / b = 2

% Modulus a % b = 0

++ Increment Increases the value of operand by 1 Ex. b++ = 16

-- Decrement Decreases the value of operand by 1 Ex. b-- = 14

Relational Operator

== equal to

!= not equal to

> greater than

< less than

>= greater than or equal to

<= less than or equal to



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