



# JAVA - Data Types & Variables

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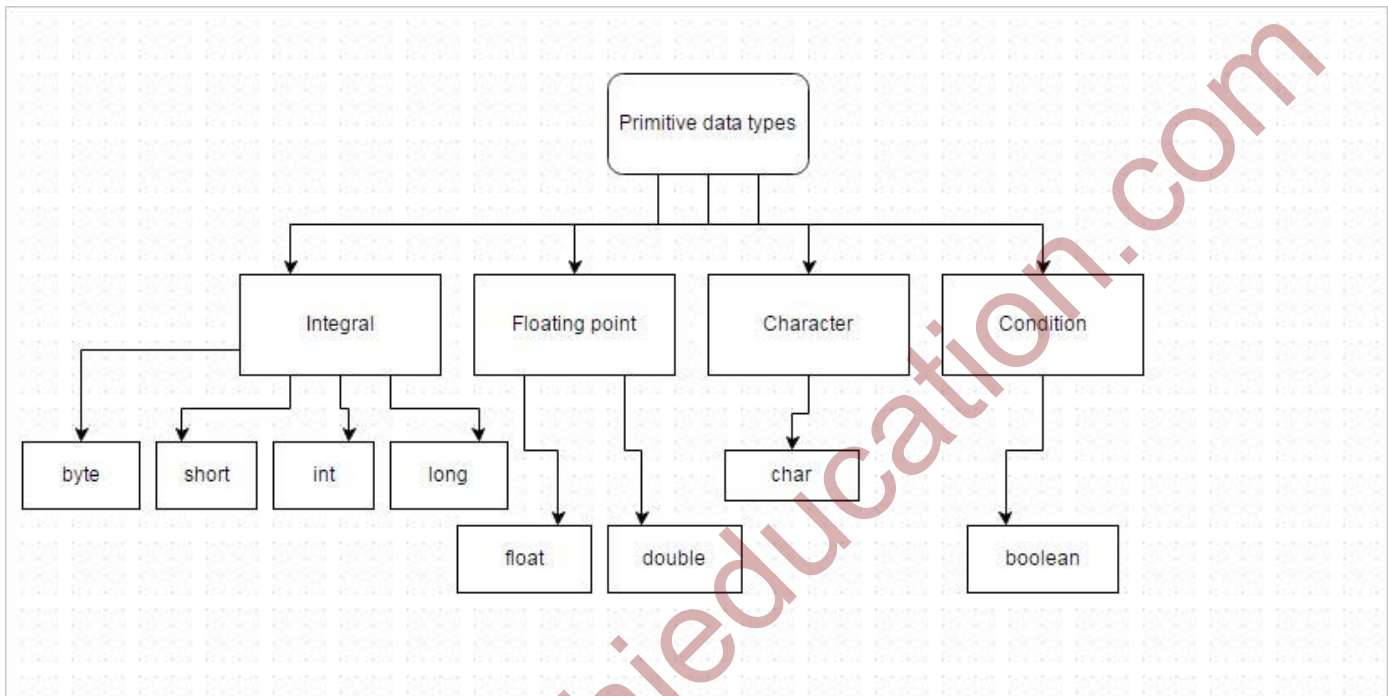
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# Chapter 1: Data types

In java there are 8 primitive data types .We can categorize these 8 primitive data types into 4 sub categories. Those are



**Figure:** java primitive data types hierarchy

## 1.1 Integer

### 1.1.1 byte

- byte data type is an 8-bit two's complement integer
- byte minimum value is  $-128(-2^7)$
- byte maximum value is  $127(2^7-1)$  (inclusive)
- default value is 0
- byte can be useful for saving memory in large arrays
- Ex: byte x=10, byte y=20

### 1.1.2 short

- Short data type is a 16-bit signed two's complement integer
- Short has a minimum value of -32,768
- Short has a maximum value of 32,767 (inclusive)
- Default value is 0.

- **Declaration:**short x=1200

### 1.1.3 int

- int is the most used data type in java
- int data type is a 32-bit signed two's complement integer
- int has a minimum value of  $-2,147,483,648$ . ( $-2^{31}$ )
- int has a maximum value of  $2,147,483,647$ (inclusive). ( $2^{31}-1$ )
- default value is 0
- **Declaration:**int x=100, int y=200

### 1.1.4 long

- long data type is a 64-bit two's complement integer.
- long minimum value is  $-9,223,372,036,854,775,808$ . ( $-2^{63}$ )
- long maximum value is  $9,223,372,036,854,775,807$  (inclusive). ( $2^{63}-1$ )
- default value is 0
- **Declaration:**long x=10000

## 1.2 floating point

### 1.2.1 float

- Float is a 32 bit data type.
- Default value is 0.0f.
- Numbers and Strings covers Big Decimal and other useful classes provided by the Java platform.
- use a float (instead of double) if you need to save memory in large arrays of floating point numbers.
- For that, you will need to use the java.math.BigDecimal class
- **Declaration:** float d=10.3f

### 1.2.2 double

- Double is a 64 bit data type
- Default value is 0

- For decimal values, this data type is generally the default choice. As mentioned above, this data type should never be used for precise values, such as currency
- **Declaration:** double d=10.56

## 1.3 character

### 1.3.1 char

- char data type is a single 16-bit Unicode character
- Minimum value is '\u0000' (or 0).
- Maximum value is '\uffff' (or 65,535 inclusive)
- **Declaration:** char c= 'a'.

## 1.4 Condition

### 1.4.1 Boolean

- Boolean data type has only two possible values: true and false
- Boolean data type represents one bit of information
- This data type is used for simple flags that track true/false conditions.
- Default value for boolean is 'false'
- **Declaration:** Boolean b=true

## Chapter 2

## Variables in java

### 2.1 Instance variables

Instance variables are variables declared in a class but outside any method

Non Static Variables are called Instance Variables

They are having less scope

Example:

```
public class Animal {  
String name;  
int age;  
String breed;  
}
```

### 2.2 Static variables

- Static variables are also known as class variables
- Static variables will be created one copy, regardless of how many times the objects are created
- class variables have same default values as instance variables
- static variables can be accessed by using `ClassName.VariableName`

### 2.3 Local variables

- local variables are declared inside the methods, constructors
- Local variables are accessed inside the method only. We cannot access outside the method
- access modifiers cannot be used for local variables
- scope of local variables is less
- Local variables gets destroyed when method execution completed.

**Example:**

```
public count(int x, int y){  
int sum;  
sum = x + y;  
return (sum) }
```

## Chapter 3: Operators in java

### 3.1 Arithmetic Operators

Java programming language has some basic arithmetic operations such as Addition, subtraction, multiplication, division etc...

Operator name	Description	Usage
+	This operator adds the two values	Ex: a + b
-	Subtraction operator	Ex: a - b
*	This operator multiplies the two values	Ex: a * b
/	Division operator	Ex: a / b
%	Remainder Operator	Ex: a % b

#### Program:

```
public class SakshiEducation {
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        int a=10; int b=5;
        System.out.println("Addition is:"+(a+b)); // + operator adds
the both "a" and "b" values
        System.out.println("Subtraction is:"+(a-b)); // - operator
subtracts the both "a" and "b" values
        System.out.println("Multiplication is:"+(a*b)); // * operator
multiplies the both "a" and "b" values
        System.out.println("division value is:"+(a/b)); // / operator
divides the both "a" and "b" values
        System.out.println("Modular value is:"+(a%b)); // % operator
divides the both "a" and "b" values and returns the remainder
    }
}
```

## 3.2 Relational Operators:

Operator Name	Description	Usage
>	Checks the left operand value is greater than right operand value	a>b
<	Checks the left operand value is less than tight operand value	a<b
>=	Checks the left operand value is greater than or Equal to right operand value	x>=y
=<	Checks the left operand value is less than or equal to right operand value	x=<y
==	Checks the two operand values are equal or not	x==y
!=	Checks the values of two operands are equal or not	x!= y

### Program:

```

publicclass SakshiEducation {
    /**
     * @param args
     */
    publicstaticvoid main(String[] args) {
        // TODO Auto-generated method stub
        int a=10; int b=5;
        System.out.println("a is greater than b:"+(a>b));
        System.out.println("a is less than b:"+(a<b));
        System.out.println("a is greater than equal to b:"+(a>=b));
        System.out.println("a is less than equal to b:"+(a<=b));
        System.out.println("a is equal to b:"+(a==b));
        System.out.println("a is not equal to b:"+(a!=b));
    }
}

```

### 3.3 Bitwise Operators

Operator Name	Description
~	Unary bitwise complement
<<	Signed left shift
>>	Signed right shift
>>>	Unsigned right shift
&	Bitwise AND Operator
^	Bitwise OR Operator
	Bitwise inclusive OR

#### Program:

```
package test;
```

```
public class SakshiEducation {
    public static void main(String args[]) {
        int x = 20;
        int y = 40;
        int z = 0;
        z = ~x;
        System.out.println("~x = " + z);
        z = x << y;
        System.out.println("x << 2 = " + z);
        z = x >> 2;
        System.out.println("x >> 2 = " + z);
        z = x >>> 2;
        System.out.println("x >>> 2 = " + z);
        z = x & y;
        System.out.println("x & y = " + z);
        z = x ^ y;
        System.out.println("x ^ y = " + z);
        z = x | y;
        System.out.println("x | y = " + z);
    }
}
```



### Output:

`~x = -21`

`x << 2 = 5120`

`x >> 2 = 5`

`x >>> 2 = 5`

`x & y = 0`

`x ^ y = 60`

`x | y = 60`

## 3.4 Logical Operators

Operator Name	Description	Usage
<code>&amp;&amp;</code>	If both operands are true	<code>x &amp;&amp; y</code>
<code>  </code>	Either any operand is true	<code>x    y</code>
<code>!</code>	If operand is not true	<code>!x</code>

### Program:

```
public class Sakshi {  
    public static void main(String args[]) {  
        boolean x = false;  
        boolean y = true;  
        System.out.println("x && y = " + (x&&y));  
        System.out.println("x || y = " + (x||y) );  
        System.out.println("!(x && y) = " + !(x && y));  
    }  
}
```

### Output:

```
x&& y = false  
x || y = true  
!(x && y) = true
```

### 3.5 Assignment Operators

The most commonly used assignment operator is

“=” Simple assignment operator

**Program:**

```
package test;

public class SakshiEducation {

    public static void main (String args[]) {

        int x = 20;    // 20 is assigned to int x

        System.out.println ("value of x:"+x);

    }

}
```

### 3.6 Unary Operators

Operator Name	Description
++	Increment operator
--	Decrement operator
!	Logical complement operator

**Program:**

```
package test;

public class SakshiEducation
{
    public static void main(String args[])
    {
        int x = 20;
        System.out.println("value of x:"+(x++));
        System.out.println("value of x:"+(x--));
    }
}
```

## Chapter 4: Test

1. What is a Class variable

Ans: Class variable is a variable which will be declared with in a class, outside any method, with the static keyword.

2. Default value of byte in java?

Ans: Default value of byte is "0"

3. List any tow ide's in java?

Ans: Eclipse, Net Beans

4. Smallest integer in java?

- a. Int
- b. Long
- c. Byte
- d. Short

Ans: byte

5. enum is a primitive data type ?

- a. Yes
- b. No

Ans: No

6. Byte data type range?

- a. -127 to 127
- b. -128 to 127
- c. -128 to 256
- d. -256 to 128

Ans: -128 to 127

7. What is the size of int java?

- a. 8bytes
- b. 4bytes

- c. 2bytes
- d. 3bytes

**Ans:4bytes**

**8. Int default value in java**

**Ans: 0**

**9. Default value of double is?**

**Ans: 0**

**10. Default value of Boolean is?**

**Ans: False**

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