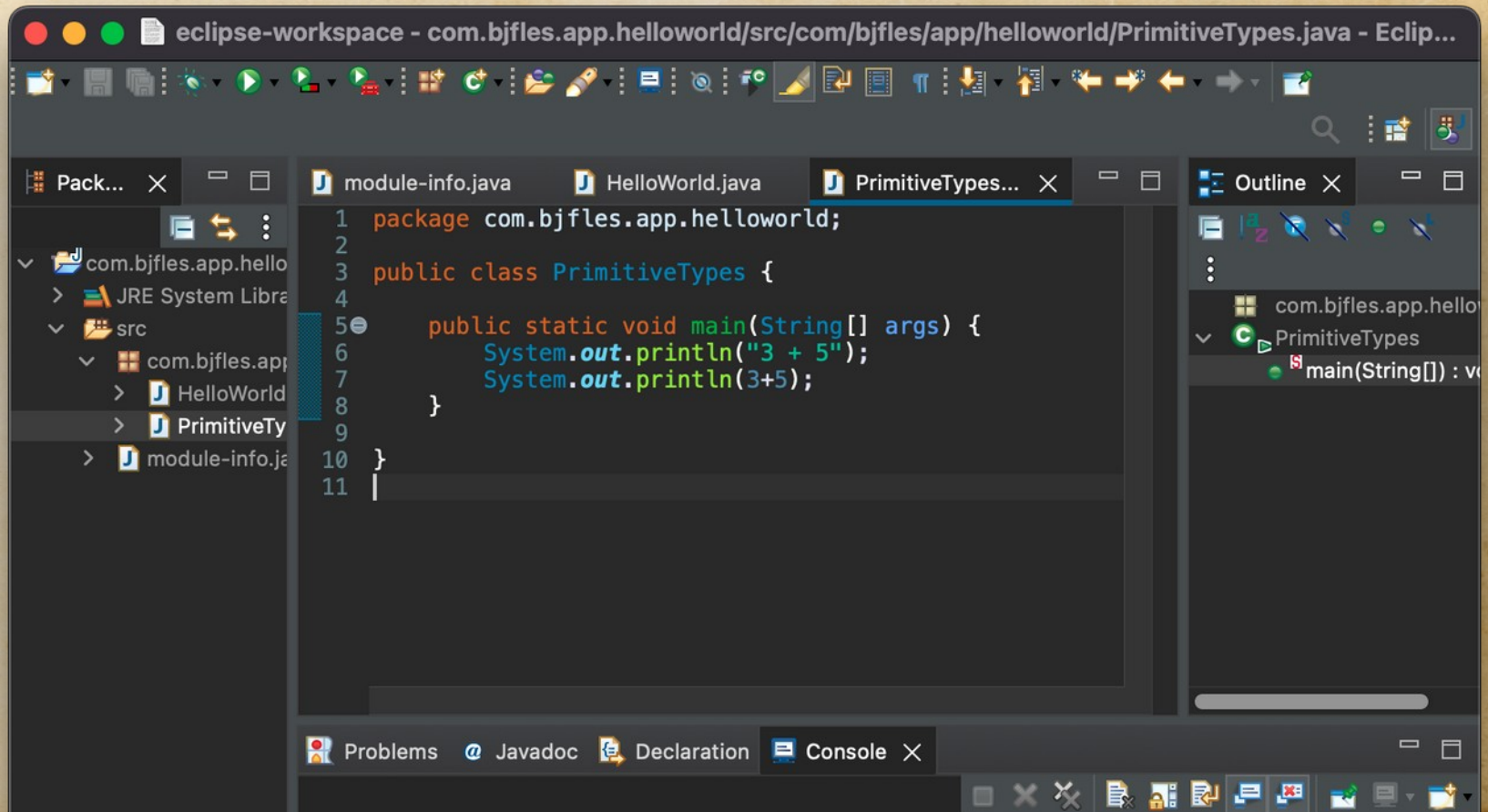
Primitive Types

Integers and Doubles

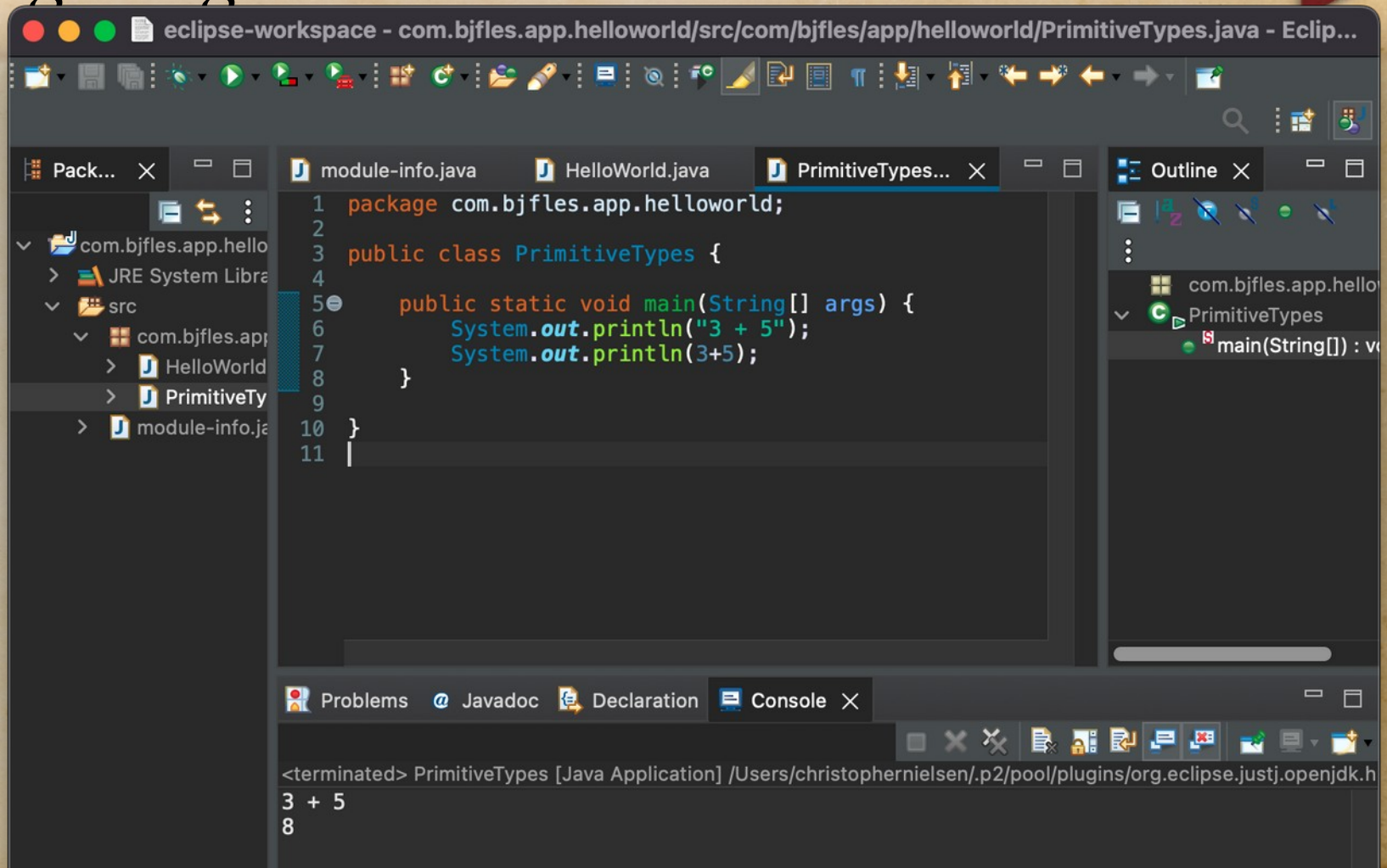
Lecture Contents

- Using ***integers*** (`int`)
- Using ***floating point numbers*** (`double`)

Using Integers



Using Integers



Using Integers

```
System.out.println("Hello World!);

System.out.println("Hello " + "World!");

System.out.println("Hello " + World);

System.out.println("3 + 5");

System.out.println("3" + "5");

System.out.println(3 + 5);
```

Using Integers

```
System.out.println("Hello World!");
System.out.println("Hello " + "World!");
System.out.println("Hello " + World);
System.out.println("3 + 5");
System.out.println("3" + "5");
System.out.println(3 + 5);
```

```
Hello World!
Hello World!


3 + 5
35
8
```

Using Integers

```
System.out.println("Hello " + 3);

System.out.println("Hello " + 3 + 5);

System.out.println("Hello " + (3 + 5) );

System.out.println(3 + 5 + " Hello");

System.out.println(3 + (5 + " Hello") );
```

Using Integers

```
System.out.println("Hello " + 3);
System.out.println("Hello " + 3 + 5);
System.out.println("Hello " + (3 + 5) );
System.out.println(3 + 5 + " Hello");
System.out.println(3 + (5 + " Hello") );
```

```
Hello 3
Hello 35
Hello 8
8 Hello
35 Hello
```

Using Floating Point Numbers

```
System.out.println("Hello " + 3.0);

System.out.println("Hello " + 3.0 + 5.0);

System.out.println("Hello " + (3.0 + 5.0) );

System.out.println(3 + 5.0);

System.out.println(3.0 + 5);
```

Using Floating Point Numbers

```
System.out.println("Hello " + 3.0);
System.out.println("Hello " + 3.0 + 5.0);
System.out.println("Hello " + (3.0 + 5.0) );
System.out.println(3 + 5.0);
System.out.println(3.0 + 5);
```

```
Hello 3.0
Hello 3.05.0
Hello 8.0
8.0
8.0
```

Using Floating Point Numbers

```
System.out.println(3.0 / 5.0);

System.out.println(3 / 5.0);

System.out.println(3.0 / 5);

System.out.println(3 / 5);
```

Using Floating Point Numbers

```
System.out.println(3.0 / 5.0);
System.out.println(3 / 5.0);
System.out.println(3.0 / 5);
System.out.println(3 / 5);
```

```
0.6
0.6
0.6
0
```

Primitive Types

Integers and Doubles