



abstract constructs

Data Type representation. It describes the general constructs used by computer languages to represent data. The data type constructs shown here are normally divided into two, primitive data types and non-primitive data types. Primitive data types in turn are divided into two other categories, namely numeric and non-numeric data. Non numeric data contains the character type and the boolean type, whereas the numeric category contains the weight of the constructs. Namely, for integers, there is the byte type, the integer type, the long type and the short type. In the case of the floating point category there is double type and the float type. Among the non-primitive categories the array type, the string type and the object type are listed. The object type also implies the possibility of creating other new data types. Note: there are many computer languages today that no longer use primitives in the true sense of the word, but objects that simulate primitives, such as pure object-oriented languages, like Ruby.