

# FUNDAMENTAL DATA TYPES IN C++

Data Type	Name	Description	Size	Range
Character	char	Character or small integer	1 Byte	<b>Signed:</b> -128 to 128
				<b>Unsigned (void):</b> 0 to 255
Integer	Short int (short)	Short Integer	2 Bytes	<b>signed:</b> -32768 to 32767
				<b>unsigned (void):</b> 0 to 65535
	int	Integer (16-bit system)	2 Bytes	<b>signed:</b> -32768 to 32767
				<b>unsigned (void):</b> 0 to 65535
		Integer (32-bit system)	4 Bytes	<b>signed:</b> -2147483648 to 2147483647
				<b>unsigned (void):</b> 0 to 4294967295
	long int (long)	Long Integer	4 Bytes	<b>signed:</b> -2147483648 to 2147483647
				<b>unsigned (void):</b> 0 to 4294967295
Floating Point	float	Floating point number	4 Bytes	$3.4 \times 10^{-38}$ to $3.4 \times 10^{38}$
	double	Double precision floating point number	8 Bytes	$1.7 \times 10^{-308}$ to $1.7 \times 10^{308}$
	long double	Long double precision floating point number	10 Bytes	$1.7 \times 10^{-4932}$ to $1.7 \times 10^{4932}$
Boolean	bool	Boolean value. It can take one of two values: true or false.	1 Byte	true (1) or false (0)
Void (Empty)	void	"nothing" or "no value"	0	0