## .NET > C#.NET > OOP

## **Data Types as Structures**

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## Data Types as Structures

- Except "string", all standard data types are structures.
- "string" is a class.
- Structures are value-type data types.
- Classes are reference-type data types.
- All of these structures / classes are the members of "System" namespace. Ex: System.SByte

| Data Type | Is it Structure / Class? | Name of Structure / Class |
|-----------|--------------------------|---------------------------|
| sbyte     | Structure                | SByte                     |
| byte      | Structure                | Byte                      |
| short     | Structure                | Int16                     |
| ushort    | Structure                | UInt16                    |
| int       | Structure                | Int32                     |
| uint      | Structure                | UInt32                    |
| long      | Structure                | Int64                     |
| ulong     | Structure                | UInt64                    |
| float     | Structure                | Single                    |
| double    | Structure                | Double                    |
| decimal   | Structure                | Decimal                   |
| char      | Structure                | Char                      |
| bool      | Structure                | Boolean                   |
| string    | Class                    | String                    |