

Datatypes in C#

<https://csci-1301.github.io/about#authors>

June 21, 2021 (08:15:34 AM)

Contents

| | |
|--|----------|
| 1 Value Types | 1 |
| 1.1 Numeric | 1 |
| 1.1.1 Signed Integer | 1 |
| 1.1.2 Unsigned Integer | 1 |
| 1.1.3 Floating-point Numbers | 2 |
| 1.2 Logical | 2 |
| 1.3 Character | 2 |
| 2 Literals | 2 |
| 3 Compatibility | 2 |
| 4 Result Type of Operations | 2 |
| References | 3 |

1 Value Types

1.1 Numeric

1.1.1 Signed Integer

| Type | Range | Size |
|--------------------|---|-----------------------|
| <code>sbyte</code> | -128 to 127 | Signed 8-bit integer |
| <code>short</code> | -32,768 to 32,767 | Signed 16-bit integer |
| <code>int</code> | -2,147,483,648 to 2,147,483,647 | Signed 32-bit integer |
| <code>long</code> | -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807 | Signed 64-bit integer |

1.1.2 Unsigned Integer

| Type | Range | Size |
|---------------------|--------------------|-------------------------|
| <code>byte</code> | 0 to 255 | Unsigned 8-bit integer |
| <code>ushort</code> | 0 to 65,535 | Unsigned 16-bit integer |
| <code>uint</code> | 0 to 4,294,967,295 | Unsigned 32-bit integer |

| Type | Range | Size |
|--------------|---------------------------------|-------------------------|
| ulong | 0 to 18,446,744,073,709,551,615 | Unsigned 64-bit integer |

1.1.3 Floating-point Numbers

| Type | Approximate Range | Precision |
|----------------|--|--------------------------|
| float | $\pm 1.5e-45$ to $\pm 3.4e38$ | 7 digits |
| double | $\pm 5.0e-324$ to $\pm 1.7e308$ | 15–16 digits |
| decimal | $(-7.9 \times 10^{28}$ to $7.9 \times 10^{28})/(100$ to $10^{28})$ | 28–29 significant digits |

1.2 Logical

| Type | Possible Values | Size |
|-------------|--------------------|-------|
| bool | true, false | 8-bit |

1.3 Character

| Type | Range | Size |
|-------------|------------------|--------------------------|
| char | U+0000 to U+ffff | Unicode 16-bit character |

2 Literals

| Name | Corresponding datatype | Examples |
|-------------------|------------------------|--|
| Integer Literal | int | 40, -39, 291838, 0, ... |
| Float Literal | float | 3.5F, -43.5f, 309430.70006F, ... |
| Double Literal | double | 28.98, 239.0, -391.089, 0.0, ... |
| Decimal Literal | decimal | 8.95m, 3283.9M, -30m, ... |
| Boolean Literal | bool | true, false |
| Character Literal | char | 'Y', 'a', '0', '\n', '\x0058', '\u0058', ... |

3 Compatibility

| | Integer Literal | Float Literal | Double Literal | Decimal Literal |
|----------------|-----------------|---------------|----------------|-----------------|
| int | ✓ | ✗ | ✗ | ✗ |
| float | ✓ | ✓ | ✗ | ✗ |
| double | ✓ | ✓ | ✓ | ✗ |
| decimal | ✓ | ✗ | ✗ | ✓ |

4 Result Type of Operations

| | <code>int</code> | <code>float</code> | <code>double</code> | <code>decimal</code> |
|----------------------|----------------------|---------------------|---------------------|----------------------|
| <code>int</code> | <code>int</code> | <code>float</code> | <code>double</code> | <code>decimal</code> |
| <code>float</code> | <code>float</code> | <code>float</code> | <code>double</code> | illegal |
| <code>double</code> | <code>double</code> | <code>double</code> | <code>double</code> | illegal |
| <code>decimal</code> | <code>decimal</code> | illegal | illegal | <code>decimal</code> |

References

- <https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/types-and-variables>
- <https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/keywords/integral-types-table>
- <https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/keywords/floating-point-types-table>
- <https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/keywords/value-types-table>
- <https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/keywords/implicit-numeric-conversions-table>
- <https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/keywords/explicit-numeric-conversions-table>