

# Datatypes in C#

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

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## 1 Value Types

### 1.1 Numeric

#### 1.1.1 Signed Integer

Type	Range	Size
<b>sbyte</b>	-128 to 127	Signed 8-bit integer
<b>short</b>	-32,768 to 32,767	Signed 16-bit integer
<b>int</b>	-2,147,483,648 to 2,147,483,647	Signed 32-bit integer
<b>long</b>	-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
<code>ulong</code>	0 to 18,446,744,073,709,551,615	Unsigned 64-bit integer

### 1.1.3 Floating-point Numbers

Type	Approximate Range	Precision
<code>float</code>	$\pm 1.5\text{e}-45$ to $\pm 3.4\text{e}38$	7 digits
<code>double</code>	$\pm 5.0\text{e}-324$ to $\pm 1.7\text{e}308$	15–16 digits
<code>decimal</code>	$(-7.9 \times 10^{28}$ to $7.9 \times 10^{28}) / (100 \text{ to } 10^{28})$	28–29 significant digits

## 1.2 Logical

Type	Possible Values	Size
<code>bool</code>	<code>true</code> , <code>false</code>	8-bit

## 1.3 Character

Type	Range	Size
<code>char</code>	U+0000 to U+ffff	Unicode 16-bit character

## 2 Literals

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

### 3 Compatibility

This table is to be read as

✓ means that those values or variables from the datatypes in the row and column can be “operated together” (meaning, you can for instance multiply them), ✗ means that those values or variables from the datatypes in the row and column *cannot* be “operated together” (meaning, you *cannot* for instance multiply them).

	Integer Literal	Float Literal	Double Literal	Decimal Literal
<b>int</b>	✓	✗	✗	✗
<b>float</b>	✓	✓	✗	✗
<b>double</b>	✓	✓	✓	✗
<b>decimal</b>	✓	✗	✗	✓

### 4 Result Type of Operations

This table is to be read as

Values or variables from the datatypes in the row and column can be “operated together” and will produce the datatype indicated in the cell, or cannot be “operated together” if the value in the cell is “illegal”.

	<b>int</b>	<b>float</b>	<b>double</b>	<b>decimal</b>
<b>int</b>	int	float	double	decimal
<b>float</b>	float	float	double	illegal
<b>double</b>	double	double	double	illegal
<b>decimal</b>	decimal	illegal	illegal	decimal

### 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>
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- <https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/keywords/implicit-numeric-conversions-table>
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