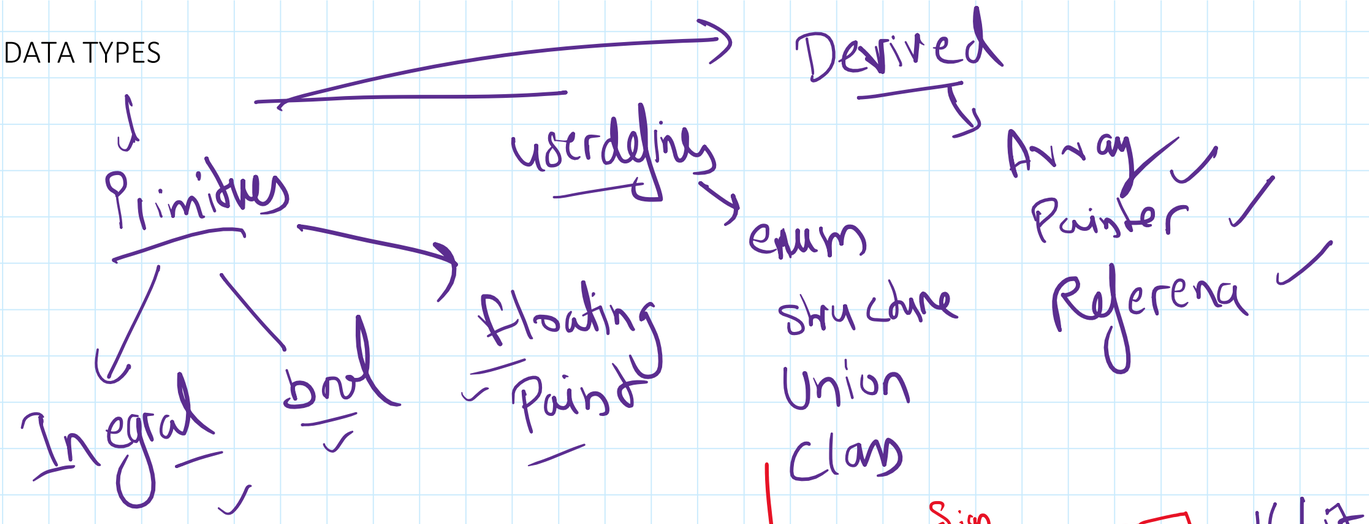
DATA TYPES



Integral < int → Size (2 or 4)
Char → 1 byte

bool < True (1) → undefine
False (0)

Floating point < float
double

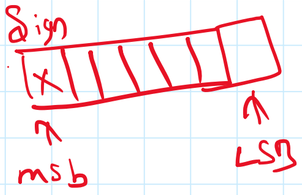
Char → -128 to 127

Char → 'A' → 01010101

ASCII → A → 65 a → 97
B → 66 b → 98

2^8 → 256

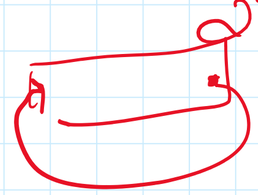
8 bit



16 bit = int 16 bit = 2 byte
32 bit = 32
64 bit = 64

Size Range → int 16 bit
$= 2^{16}$ → Signed → -32,768 to +32767
→ Unsigned = 0 to 65535

16 bit →



→ 4 byte → 3.4×10^{-38} to 3.4×10^{38}

double → 8 byte → -1.7×10^{308} to 1.7×10^{308}

Modifiers
→ unsigned → int, char → Range 0 to 255
→ long < long int → 4 byte → 8 byte
long double → 8 byte → 16 byte