long / long int / signed int

long → 4 bytes → 2^{31} → (sign will be stored) → -2^{31} to $2^{31}-1$

long / unsigned int

long → 4 bytes → 2^{31} → (sign will be stored) → 0 to 2^{31} to $2^{31}-1$

* Float: Float will reserve 4 bytes of memory to store real i.e no's with fractions by default it describes 6 decimal places which can be increased or decreased.

* Double: Double will reserve 8 bytes of memory to store very large real numbers large real numbers are stored in the form of specific format.

* char (character): It will reserve 1 byte of memory to store a single character along with the character data type sign modified signed or unsigned can be specified. Even the character data type internally store intiger value because character constants are represented using ASCII value.

signed char / char

1 bytes → 2^7 → (sign will be stored) -2^7 to 2^7-1
$= -128$ to 127