

Code	Meaning
<code>c</code>	A <code>char</code>
<code>i</code>	An <code>int</code>
<code>s</code>	A <code>short</code>
<code>l</code>	A <code>long</code> <code>l</code> is treated as a 32-bit quantity on 64-bit programs.
<code>q</code>	A <code>long long</code>
<code>C</code>	An unsigned <code>char</code>
<code>I</code>	An unsigned <code>int</code>
<code>S</code>	An unsigned <code>short</code>
<code>L</code>	An unsigned <code>long</code>
<code>Q</code>	An unsigned <code>long long</code>
<code>f</code>	A <code>float</code>
<code>d</code>	A <code>double</code>
<code>B</code>	A C++ <code>bool</code> or a C99 <code>_Bool</code>
<code>v</code>	A <code>void</code>
<code>*</code>	A character string (<code>char *</code>)
<code>@</code>	An object (whether statically typed or typed <code>id</code>)
<code>#</code>	A class object (<code>Class</code>)
<code>:</code>	A method selector (<code>SEL</code>)
<code>[array type]</code>	An array
<code>{name=type...}</code>	A structure
<code>(name=type...)</code>	A union
<code>bnum</code>	A bit field of <code>num</code> bits
<code>^type</code>	A pointer to <code>type</code>
<code>?</code>	An unknown type (among other things, this code is used for function pointers)

Table from „**Objective-C Runtime Programming Guide, Table 6 - 1**“

<https://developer.apple.com/library/mac/documentation/Cocoa/Conceptual/ObjCRuntimeGuide/Articles/ocrtTypeEncodings.html>