

# Solidity Data Types

## Value Types

**uint/int**

uint256, int128...

**address** 20-byte Ethereum addr

**bool**

true/false

**bytes1-32**

Fixed-size bytes

**enum**

User-defined states

## Reference Types

**arrays**

uint[], string[]

**mappings**

mapping(K => V)

**structs**

Custom data types

**string**

Dynamic UTF-8

**bytes**

Dynamic byte array

Copied when assigned  
Stored directly in memory/storage

Passed by reference  
Require data location (storage/memory/calldata)