Chapter 1

Types

1.1 Fundamental Types

1.1.1 Floating-Point Types

1.1.2 Character Types

Character types store human language data. The six character types are:

char The default type, always 1 byte. May or may not be signed. (Example: ASCII.)

char16_t Used for 2-byte character sets. (Example: UTF-16.)

char32_t Used for 4-byte character sets. (Example: UTF-32.)

signed char Same as char but guaranteed to be signed.

unsigned char Same as char but guaranteed to be unsigned.

wchar_t Large enough to contain the largest character of the implementation's locale. (Example: Unicode.)