The double:

Is a fundamental data type built into the compiler and used to define numeric variables holding numbers with decimal points. C, C++, C# and many other programming languages recognize the double as a type. A double type can represent fractional as well as whole values. It can contain up to 15 digits in total, including those before and after the decimal point.

Example:

```
double f = 123.45;
printf(“%d”,f);
```

The unsigned int:

In a C programming language is a data type that represents an integer value without a sign. It can hold zero, and positive integers but it is not allowed to store or hold negative values. The unsigned int in c is commonly used to represent the values that are non-negative like the number of iterations of the loop, and the size of the array.

Example:

```
unsigned int count = 0;
printf("%u\n", count);
```

The pointer:

The pointer is a variable that stores the memory address of another variable. Instead of holding a direct value, it holds the address where the value is stored in memory.

Example:

```
int x = 100;
int *p = &x;

printf("The Value of Variable x is: %d\n", x);
printf("The Memory Address of Variable x is: %p\n", &p);
```