## Appendix

## Primitive data types

There are a number of integer number (whole number) data types available in Delphi which can be used depending on the minimum and maximum values you want to store in a variable. These numbers are used when we intend to only do integer calculations with a variable, e.g. the number of items that you purchased or a rugby team's score.

This is a summary of the details of these numbers:

Data type	Number of bytes it occupies in memory	Range
Byte	1 byte	0 to 255
ShortInt	1 byte	-127 to 127
Word	2 bytes	0 to 65,535
SmallInt	2 bytes	-32,768 to 32,767
LongWord	4 bytes	0 to 4,294,967,295
Cardinal	4 bytes	0 to 4,294,967,295
LongInt	4 bytes	-2,147,483,648 to 2,147,483,647
Integer	4 bytes	-2,147,483,648 to 2,147,483,647
Int64	8 bytes	-9,223,372,036,854,775,808 to 9,223,372,036,854,775,807

Examples	Example code
510	var
1000000	iCount, iAnswer: integer;
-305	iIndex: byte;
The Left, Top, Width and Height properties	iCount := StrToInt(edtCount.Text);
of all components.	iCount := sedCount.Value;
	lblResult.Caption := IntToStr(iAnswer);

No spaces or commas are allowed in an integer value in Delphi.

Appendix A

Numbers with decimal places are used when working with values such as monetary values, distances and weights.

This is a summary of the details of these numbers:

Data type	Number of bytes it occupies in memory	Range
Single	4 bytes	1.5 × 10 <sup>-45</sup> to 3.4 × 10 <sup>+38</sup>
Real		
Double	8 bytes	$5.0 \times 10^{-324}$ to $1.7 \times 10^{308}$
Currency	8 bytes	-922337203685477.5808 to 922337203685477.5807
Extended	(32-bit platforms)	
	10 bytes	3.4 × 10 <sup>-4932</sup> to 1.1 × 10 <sup>+4932</sup>
Extended	(64-bit platforms)	
	8 bytes	$5.0 \times 10^{-324}$ to $1.7 \times 10^{+308}$

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Examples	Example code	
2.5	var	
0.14	rAmount: currency;	
-29345.56784	rTotal: real;	
	rAmount := StrToFloat(edtAmount.text);	
	lblResult.Caption := FloatToStr(rAmount);	

Char (Occupies 1 byte in memory)		
Examples	Range	Example code
'M' ; '*' ; '?' ; 'ë' ; '9'	Any character in the ASCII table.	var
		Since a char data type can only contain one character, and a Text property is of type string, you need to indicate to Delphi that only the first character of the Text property should be copied to the variable.

- A letter, number, punctuation mark or any other character from the ASCII table, e.g. the class or gender of a pupil.
- Must be a single character (written between single quotes).

## String (Can occupy various numbers of bytes in memory depending on the way it was declared. It always uses one extra byte for a number indicating the length – the number of characters in the string.)

Examples	Range	Example code
'Mary' 'The birds'	Any combination of	var sName20: string[20]; This string can contain 20 characters
C1X4/3 NW		sAddress: string; Unlimited number of characters. Delphi allocate memory to the string as needed
		sName: ShortString; This string can contain 255 characters
		sName := edtName.Text; lblOut.Caption := sAddress;

- In Delphi string values are written in single quotes. The smallest possible string contains 0 characters and is called an empty string. An empty string is indicated by two single quotes with no space in between (").
- It is preferred to indicate the maximum number of bytes needed for a string in square brackets, e.g.
   String[20] as this will reserve only the number of bytes indicated in brackets + 1, in this case 21 bytes will be reserved in memory.

Boolean (Occupies 1 byte in memory.)		
Examples	Range	Example code
True False	True False	var bFound: boolean; btnDisplay.Enabled := False; imgDog.Visible := True; bFound := True;

- Often we want to indicate Yes or No, for example if a learner is going on a field trip or not. A Boolean variable can contain one of only two values, namely TRUE (-1) or FALSE (0).
- The 'value' of a Boolean variable can be displayed, for example: ShowMessage(BoolToStr(bFound));

If bFound is True, the value -1 will be displayed. If bFound is False, the value 0 will be displayed.

- Not used in input and output statements.
- No quotes are used.