P/Invoke - Default Marshaling

```
------------------------------------------------------------------
C (unmanaged) type      C# (managed) type
------------------------------------------------------------------
char                    byte
[unsigned] int          [u]int
[unsigned] short int    [u]short
[unsigned] long int     [u]int (windows), [u]nint (other)
[unsigned] long long int [u]long
float                   float
double                  double
------------------------------------------------------------------
struct                  struct
enum                    enum
const char*             string
void*                   nint
[const] T*              unsafe { T* }
R (*)(T1, T2, ...)      unsafe { delegate*<T1, T2, ... R>}
------------------------------------------------------------------
```