

	Default	8-bits	16-bits	32-bits	64-bits	128-bits
Signed int	<i>int</i>	<i>int8</i>	<i>int16</i>	<i>int32</i>	<i>int64</i>	–
Unsigned int	<i>uint</i>	<i>uint8</i>	<i>uint16</i>	<i>uint32</i>	<i>uint64</i>	–
Other int	–	<i>byte</i>	<i>short</i>	<i>rune</i>	<i>long</i>	–
Floating	–	–	–	<i>float</i>	<i>double</i>	–
Literal	<i>string</i>	–	–	–	–	–
Logic	<i>boolean</i>	–	–	–	–	–
Complex (Only GoLang)	–	–	–	–	<i>complex64</i>	<i>complex128</i>