1. Modifiers

Modifiers can be written before the C++ identifier for the data type to change the amount of data the variable can hold smaller or larger values. The modifiers are long, short, and unsigned. Long and short do what you’d think, they make the size larger of smaller. However, these are not consistent between different compliers—in fact, they may actually do nothing in some cases, so you most likely won’t want to use them. Unsigned, on the other hand, makes a character or integer value only able to hold positive values. This doubles the range of the value. As mentioned earlier, a character can only hold between -128 and 127. An unsigned character can hold a value between 0 and 255.