

Types

TYPE	RANGE	BYTES
short	-32,768 - 32,767	2
unsigned short	0 - 65,535	2
int	-2,147,483,648 - 2,147,483,647	4
unsigned int	0 - 4,294,967,295	4
long	-9,223,372,036,854,775,808 - 9,223,372,036,854,775,807	8
unsigned long	0 - 18,446,744,073,709,551,615	8
float	1.17549e-38 - 3.40282e+38	4
double	2.22507e-308 - 1.79769e+308	8
char	-128 - 127	1
unsigned char	0 - 255	1
bool	True (1) / False (0)	1
NULL	0	8
nullptr		8
void		

1

¹The type ranges are most common. Some computers are different. Use `sizeof(<Type>)` to determine the size in bytes on your computer. Example: `cout << sizeof(int) << endl;`