**C# Data types and sizes**

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| C# type/keyword | Range | Precision | Size | .NET type |
| Integral numeric types |  |  |  |  |
| sbyte | -128 to 127 |  | Signed 8-bit integer | System.SByte |
| byte | 0 to 255 |  | Unsigned 8-bit integer | System.Byte |
| short | -32,768 to 32,767 |  | Signed 16-bit integer | System.Int16 |
| ushort | 0 to 65,535 |  | Unsigned 16-bit integer | System.UInt16 |
| int | -2,147,483,648 to 2,147,483,647 |  | Signed 32-bit integer | System.Int32 |
| uint | 0 to 4,294,967,295 |  | Unsigned 32-bit integer | System.UInt32 |
| long | -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807 |  | Signed 64-bit integer | System.Int64 |
| ulong | 0 to 18,446,744,073,709,551,615 |  | Unsigned 64-bit integer | System.UInt64 |
| Floating-point numeric types |  |  |  |  |
| float | ±1.5 x 10−45 to ±3.4 x 1038 | ~6-9 digits | 4 bytes | System.Single |
| double | ±5.0 × 10−324 to ±1.7 × 10308 | ~15-17 digits | 8 bytes | System.Double |
| decimal | ±1.0 x 10-28 to ±7.9228 x 1028 | 28-29 digits | 16 bytes | System.Decimal |
| char |  |  |  |  |
| char | U+0000 to U+FFFF |  | 16 bit | System.Char |