#include<stdio.h>

int main()

{

int intType;

float floatType;

double doubleType;

char charType;

// size of evaluates the size of a variable

printf("Size of int: %zu bytes\n", sizeof(intType));

printf("Size of float: %zu bytes\n", sizeof(floatType));

printf("Size of double: %zu bytes\n", sizeof(doubleType));

printf("Size of char: %zu byte\n", sizeof(charType));

return 0;

}