

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace MoreVariables
8 {
9     class Program
10    {
11        static void Main(string[] args)
12        {
13            // Byte
14            byte MyByte = 10;
15            Console.WriteLine(MyByte);
16            Console.WriteLine(MyByte.GetType());
17            // Signed Byte
18            sbyte MySignedByte = 30;
19            Console.WriteLine(MySignedByte);
20            Console.WriteLine(MySignedByte.GetType());
21            // Short
22            short MyShort = 50;
23            Console.WriteLine(MyShort);
24            Console.WriteLine(MyShort.GetType());
25            // Unsigned Short
26            ushort MyUnsignedShort = 200;
27            Console.WriteLine(MyUnsignedShort);
28            Console.WriteLine(MyUnsignedShort.GetType());
29            // Integer
30            int MyInteger = 1000;
31            Console.WriteLine(MyInteger);
32            Console.WriteLine(MyInteger.GetType());
33            // Unsigned Integer
34            uint myUnsignedInteger = 500000;
35            Console.WriteLine(myUnsignedInteger);
36            Console.WriteLine(myUnsignedInteger.GetType());
37            // Long
38            long myLong = 7000000;
39            Console.WriteLine(myLong);
40            Console.WriteLine(myLong.GetType());
41            // Unsigned Long
42            ulong myUnsignedLong = 9000000000;
43            Console.WriteLine(myUnsignedLong);
44            Console.WriteLine(myUnsignedLong.GetType());
45        }
46    }
47 }
48
```