**Declare several variables** by selecting for each one of them the most appropriate of the types **sbyte**, **byte**, **short**, **ushort**, **int**, **uint**, **long** and **ulong** in order to assign them the following values: 52,130; -115; 4825932; 97; -10000; 20000; 224; 970,700,000; 112; -44; -1,000,000; 1990; 123456789123456789.

using System;

namespace SeveralVariables

{

class Program

{

static void Main(string[] args)

{

byte Num1 = 97;

sbyte Num2 = -115;

ushort Num3 = 52130;

int Num4 = 4825932;

short Num5 = -10000;

ushort Num6 = 20000;

byte Num7 = 224;

byte Num8 = 112;

sbyte Num9 = -44;

uint Num10 = 970700000;

int Num11 = -1000000;

ushort Num12 = 1990;

ulong Num13 = 123456789123456789;

Console.WriteLine("Byte:{0}, Sbyte:{1}, Ushort:{2}, Int:{3}, Short:{4}, ushort:{5}, byte:{6}, Byte:{7}," +

" sByte:{8}, Uint:{9}, Int:{10}, ushort:{11}, ulong:{12}",

Num1,Num2, Num3, Num4, Num5, Num6, Num7, Num8, Num9, Num10, Num11, Num12, Num13);

}

}

}

The results:

