

# Home work 2

## 1. long

Usage: Stores large integers.

Size:

32-bit systems: 4 bytes

64-bit systems: 8 bytes

## 2. unsigned

Usage: Stores positive integers only, increasing the range of values.

Size: Same as the base type. Example:

unsigned int: 4 bytes (on both 32-bit and 64-bit systems).

unsigned long: 4 bytes (32-bit), 8 bytes (64-bit).

## 3. double

Usage: Stores floating-point numbers with high precision.

Size: 8 bytes (on most systems).

## 4. Pointer

Usage: Stores memory addresses.

Size:

32-bit systems: 4 bytes

64-bit systems: 8 bytes

