Int = whole number

DataType

1. Byte/sbyte = unsigned value can not hold Negatives
2. Short/ushort
3. Int/uint
4. Long/ ulong

Bits needed

1. 8
2. 16
3. 32
4. 64

Range

1. 0 to 255/-128 to 127
2. -32,000 to 32,000/ 0 to 64,000
3. -2.14billion to 2.14billion / 0 to 4.28 billion
4. -9 quintillion to 9 quintillion/ 0 to 18 quintillion

C# see whole numbers as int if not specified