What is your name?
What is your quest?
What is your favorite color?

Size of C++ data types

C++ Type	Size in bytes?	Max value? (base 10)	Zero is stored as (in hex)?	One (or 1.0) is stored as (in hex)?
int	4	2,147,483,647	0x00000000	0x00602180
unsigned int	4	4,294,967,295	0x00000000	0x00602180
float	4	3.40282e+38	0x00000000	0x00602180
double	8	1.79769e+308	0x0000000000000000	0x0000000000602180
char	1	127	Char'0'= 0x00	Char '1'= 0x00
bool	1	true	false = 0x00	true = 0x01
C++ Type	Size in bytes?	Max value? (base 16 (hexadecimal))	NULL is stored as?	
int*	8	0xffffffffffffffff	0	
char*	8	0xffffffffffffffff	0	
double*	8	0xffffffffffffffff	0	

Primitive Arrays in C++

How does the compiler determine the address of **&(IntArray2D[i][j])**? Assume the array is defined as: **int IntArray2D[6][5];**

&(IntArray2D[i][j]) = (i*(5+j)) * 8
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