Alocarea tipurilor aritmetice în MS Visual C++

	Standard C++	Specific Microsoft C++		
Nr	**Tipuri aritmetice**	**M**	**Domeniul de valori**	**Observatii**
	INTREGI		<limits.h>	
1	**char**	1 B	-128,…,127 (implicit) sau 0,…,255 (cu optiunea **/J**)	
2	**signed char**	1 B	-128,…,127	
3	**unsigned char**	1 B	0,…,255	$2^8 = 256$
4	**short** =short int =signed short	2 B	–32 768,…,32767	
5	**unsigned short**	2 B	0,…, 65535 (0x 00 00,…,0x ff ff)	$2^{16} = 2^6 \cdot 2^{10} = 64$Kilo$= 65536$
6	**int** = signed int	4 B	-2 147 483 648,…, 2 147 483 647	
7	**unsigned int**	4 B	0,…, 4 294 967 295 (0x 00 00 00 00,…,0x ff ff ff ff)	$2^{32} = 4$Giga $= 4\ 294\ 967\ 296$
8	**long** = long int = signed long	4 B	exact ca **int**	
9	**unsigned long**	4 B	exact ca **unsigned int**	
10	**long long =** long long int	8B	-9 223 372 036 854 775 808, ... , 9 223 372 036 854 775 807	
11	**unsigned long long**	8B	0, ... , 18 446 744 073 709 551 615	$2^{64} = 2^4 \cdot 2^{60} = 16$ Exa$\approx 16 \cdot 10^{18}$
	FLOTANTE		<float.h>	
12	**float**	4 B	1.175494351E-38 < |x| < 3.402823466E+38	Zero = 1.0E–07
13	**double**	8 B	2.2250738585072014E–308< |x| <1.7976931348623158E+308	Zero = 2.0E–016
14	**long double**	8 B	analog cu **double**	

Sursa: Microsoft Docs / Visual C++ / Documentation / C++ Language / Fundamental types
(vezi https://docs.microsoft.com/en-us/cpp/cpp/data-type-ranges)