Basic Arduino data types provided by the base software package.

Arduino name	Size	C name equivalent	Minimum Value	Maximum Value
byte	unsigned 8 bit (1 byte)	uint8_t	0	255
char	signed 8 bit (1 byte)	int8_t	-128	127
word	unsigned 16 bit (2 bytes)	uint16_t	0	65535
int	signed 16 bit (2 bytes)	int16_t	-32768	32767
short	signed 16 bit (2 bytes)	int16_t	-32768	32767
long	signed 32 bit (4 bytes)	int32_t	-2,147,483,648	2,147,483,647
unsigned long	unsigned 32 bit (4 bytes)	uint32_t	0	4,294,967,295
long long	signed 64 bit (8 bytes)	int64_t	-9,223,372,036,854,775,808	9,223,372,036,854,775,807
unsigned long long	unsigned 64 bit (8 bytes)	uint64_t	0	18,446,744,073,709,551,615
float	signed 32 bit (4 bytes)		-3.4028235e38	3.4028235e38
double	Signed 32 bit (4 bytes)		-3.4028235e38	3.4028235e38

double is the same as **float** on 8-bit Arduino, but this isn't usually the case on other platforms.

hardware>tools>avr>avr>include>stdint.h defines the standard integer types.

Uno has 2048 bytes of SRAM.