***1.LONG***

In programming the long data type Is used to store large integer values that exceeds the range of the standard int type. It provides a greater storge capacity and is typically used for numbers that require more memory, such as very large positive or negative integer. The exact size and range of long depend on the programming language and system architecture.

For example: In java, long is a 64-bit data type.

In C++ ,its size is platform-dependent but usually at least 32 bits.

***2.UNSIGNED***

The unsigned data type is used to store only positive values. The size of unsigned:

\_unsigned short :16 bits

\_unsigned long: 32 bits

\_unsigned char: unsigned char ranges from 0 to 255

\_unsigned long long:64 bits

***3.DOUBLE***

This type is used to store a number that can contain a decimal point.

The size of double: 64 bits.

***4.POINTER***

A pointer is a variable in C++ used to store the memory address of another variable.

It allows direct manipulation of memory address, enabling efficient access and management of data.

The size of pointer: 32 bits or 64 bits.