***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 integers . 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 bit.