

# 06 Numbers and Decimals

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## 1 Numbers and Decimals

### 1.1 Working With Fixed Point types

The `Decimal` type is similar to doubles. They don't have as big a range, but they do have much higher precision.

What's the range of a decimal type?

```
[1]: decimal min = decimal.MinValue;  
      decimal max = decimal.MaxValue;  
      Console.WriteLine($"The range of the decimal type is {min} to {max}");
```

The range of the decimal type is -79228162514264337593543950335 to 79228162514264337593543950335

How do doubles and decimals compare in precision?

```
[2]: double a = 1.0;  
      double b = 3.0;  
      Console.WriteLine(a / b);  
  
      decimal c = 1.0M;  
      decimal d = 3.0M;  
      Console.WriteLine(c / d);
```

0.3333333333333333

0.33333333333333333333333333333333

You can see that a decimals have a higher precision than doubles.

```
[ ]:
```