

A data type specifies the size and type of variable values.

It is important to use the correct data type for the corresponding variable; to avoid errors, to save time and memory, but it will also make your code more maintainable and readable

int 4 bytes

long 8 bytes

float 4 bytes

double 8 bytes

bool 1 bit

char 2 bytes

string 2 bytes

```
5 public class NewBehaviourScript : MonoBehaviour
6 {
7     // Start is called before the first frame update
8     void Start()
9     {
10         int myNum = 5; // Integer (whole number)
11         double myDoubleNum = 5.99D; // Floating point number
12         char myLetter = 'D'; // Character
13         bool myBool = true; // Boolean
14         string myText = "ujjwal"; // String
15         Debug.Log(myNum);
16         Debug.Log(myDoubleNum);
17         Debug.Log(myLetter);
18         Debug.Log(myBool);
19         Debug.Log(myText);
20     }
21 }
22
23 // Update is called once per frame
0 references
```

```
ar Collapse Error Pause Editor
[00:30:12] 5
UnityEngine.Debug:Log (object)
[00:30:12] 5.99
UnityEngine.Debug:Log (object)
[00:30:12] D
UnityEngine.Debug:Log (object)
```