Overview of the primitive data types of C

- **C's built-in data types that are similar to ones in *Java***

Syntax	Name	Java's counterpart	use
`char`	character	`byte`	Stores an ASCII code (character) or it can also store a very short integer (−128..127)
`short`	short integer	`short`	uses 2 byte memory, value between −32768 and 32767
`int`	ordinary integer	`int`	uses 4 byte memory, value between −2147483648 and 2147483647
`long`	long integer	`long`	uses 8 bytes memory, value between −9223372036854775808 and 9223372036854775807
`float`	single precision float	`float`	uses 4 byte memory, absolute value between 1.4E−45 and 3.4E38
`double`	double precision float	`double`	uses 8 byte memory, absolute value between 4.9E−324 and 1.8E308
`_Bool`	boolean	`boolean`	true (1) or false (0)

- **C's built-in data types that do not have an equivalent in *Java***

Syntax	Name	use
`unsigned char`	Unsigned character	Very short positive integer (0..255)
`unsigned short`	Unsigned short integer	uses 2 byte memory, value between 0 and 65535
`unsigned int`	Unsigned ordinary integer	uses 4 byte memory, value between 0 and 4294967295
`unsigned long`	Unsigned long integer	uses 8 bytes memory, value between 0 and 18446744073709551615
`*`	***Reference type***	Contains a memory address (usually 4 bytes, but 64 bits machines will use 8 bytes)