

Built-in Data Types

Built-in data type is the most important kind of data type. C++ contains built-in types for storing simple kinds of data, such as integers and characters. Lets see the different kind of data type and its memory requirements as shown in the following table.

Data Type	Description	Memory Requirements
int	integer quantity	2 bytes or one word
char	single character	1 byte
float	floating-point number (i.e., a number containing a decimal point and or an exponent)	1 word (4 bytes)
double	double precision floating point number	2 words (8 bytes)

Apart from these built-in data type, C++ supports another data type known as void. The type void was introduced in ANSI C. The two normal uses of void are: (1) to specify the return type of a function when it is not returning any value, and (2) to indicate an empty argument list to a function. For example:

```
void check(void);           // where check is the name of a function
```

And the another use of void is in declaring of generic pointer:

```
void *z;                   // where z becomes a generic pointer
```

Generic pointer is used to assign a pointer value of any basic data type, but it may not be dereferenced.

Note:- Assigning any pointer type to a void pointer without using a case is allowed in C++ but a void pointer cannot be directly assigned to other pointers in C++.