

[See Also](#) [Specifics](#)

Data type	Storage size	Range
Byte	1 byte	0 to 255
Boolean	2 bytes	True or False
Integer	2 bytes	-32,768 to 32,767
Long (long integer)	4 bytes	-2,147,483,648 to 2,147,483,647
Single (single-precision floating-point)	4 bytes	-3.402823E38 to -1.401298E-45 for negative values; 1.401298E-45 to 3.402823E38 for positive values
Double (double-precision floating-point)	8 bytes	-1.79769313486232E308 to -4.94065645841247E-324 for negative values; 4.94065645841247E-324 to 1.79769313486232E308 for positive values
Currency (scaled integer)	8 bytes	-922,337,203,685,477.5808 to 922,337,203,685,477.5807
Decimal	14 bytes	+/-79,228,162,514,264,337,593,543,950,335 with no decimal point; +/-7.9228162514264337593543950335 with 28 places to the right of the decimal; smallest non-zero number is +/-0.00000000000000000000000000000001
Date	8 bytes	January 1, 100 to December 31, 9999
Object	4 bytes	Any Object reference
String (variable-length)	10 bytes + string length	0 to approximately 2 billion
String (fixed-length)	Length of string	1 to approximately 65,400
VARIANT (with numbers)	16 bytes	Any numeric value up to the range of a DOUBLE
VARIANT (with characters)	22 bytes + string length	Same range as for variable-length String
User-defined (using Type)	Number required by elements	The range of each element is the same as the range of its data type.

A **Variant** containing an array requires 12 bytes more than the array alone.