**Andres Aguirre Gonzalez A01039656**

**Practica14:**

**Code (Mismo que P8 pero ahora con funcion aparte void):**

// Andres Aguirre Gonzalez

// A01039656

// 06/09/2019

// Tipos de datos

#include <stdio.h>

#include <float.h>

union Data {

int i;

char c;

double d;

};

void getUnionInfo() {

union Data data;

char line;

printf("Write an integer: ");

scanf("%d%c", &data.i, &line);

printf("Your integer %d storage size is %lu bytes.\n", data.i, sizeof data.i);

printf("Write a char: ");

scanf("%c", &data.c);

printf("Your char %c storage size is %lu bytes. And I can read it as %c or as %d.\n",

data.c, sizeof data.c, data.c, data.c);

printf("Write a double: ");

scanf("%lf", &data.d);

printf("Your double %lf storage size is %lu bytes, I can read any number from %lf to %lf in this data type.\n",

data.d, sizeof data.d, -DBL\_MAX, DBL\_MAX);

}

**Codigo que manda a llamar:**

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// Librerias dinamicas

#include <stdio.h>

#include <float.h>

#include "code.h"

int main() {

getUnionInfo();

return 0;

}

**Video proof:** <https://www.youtube.com/watch?v=qd2XtplzuTo&feature=youtu.be>