Integer Types

Type	Storage size	Value range	Specifier
char	1 byte	-128 to 127 or 0 to 255	%c or %hhd
unsigned char	1 byte	0 to 255	%c or %hhu
signed char	1 byte	-128 to 127	%c or %hhd
int	2 or 4 bytes	-32.768 to 32.767 or -2.147.483.648 to 2.147.483.647	%d or %i
unsigned int	2 or 4 bytes	0 to 65.535 or 0 to 4.294.967.295	%u
short int	2 bytes	-32.768 to 32.767	%hd or %hi
unsigned short int	2 bytes	0 to 65.535	%hu
long int	4 bytes	-2.147.483.648 to 2.147.483.647	%d or %i %ld or %li
unsigned long int	4 bytes	0 to 4.294.967.295	%u or %lu
long long int	8 bytes	–9.223.372.036.854.775.808 to 9.223.372.036.854.775.807	%lld or %lli
unsigned long long int	8 bytes	0 to 18.446.744.073.709.551.615	%llu

Floating-Point Types

Type	Storage size	Value range	Precision	Specifier
float	4 byte	1.2E-38 to 3.4E+38	6 decimal places	%f
double	8 byte	2.3E-308 to 1.7E+308	15 decimal places	%f – printf %lf - scanf
long double	10 byte	3.4E-4932 to 1.1E+4932	19 decimal places	%Lf

Operators' precedence

	Category	Operator	Associativity
1.	Postfix	`() [] -> . ++ --`	→
2.	Unary	`+ - ! ~ ++ -- (type) * & sizeof`	←
3.	Multiplicative	`* / %`	→
4.	Additive	`+ -`	→
5.	Shift	`<< >>`	→
6.	Relational	`< <= > >=`	→
7.	Equality	`== !=`	→
8.	Bitwise AND	`&`	→
9.	Bitwise XOR	`^`	→
10.	Bitwise OR	`|`	→
11.	Logical AND	`&&`	→
12.	Logical OR	`||`	→
13.	Conditional	`?:`	←
14.	Assignment	`= += -= *= /= %= >>= <<= &= ^= |=`	←
15.	Comma	`,`	→