***PROGRAM WITH C language:***

***1.\*VALUE RANGE:***

# include <limits.h>

void main()

{

int a;

int b;

a=INT\_MIN;

b=INT\_MAX;

printf("%d\n%d\n",a,b);

}

OUTPUT:

-2147483648

2147483647

***2.ASKEY VALUE :***

# include <limits.h>

void main()

{

int i;

for(i=0;i<=200;i++)

printf("%c=%d\n",i,i);

}

OUTPUT:

=0=1=2=3=4=5=6=7=8 =9

=10  
=11=12

=13=14=15=16=17=18=19=20=21=22=23=24=25=26=27=28=29=30=31 =32!=33"=34#=35$=36%=37&=38'=39(=40)=41\*=42+=43,=44-=45.=46/=470=481=492=503=514=525=536=547=558=569=57:=58;=59<=60==61>=62?=63@=64A=65B=66C=67D=68E=69F=70G=71H=72I=73J=74K=75L=76M=77N=78O=79P=80Q=81R=82S=83T=84U=85V=86W=87X=88Y=89Z=90[=91\=92]=93^=94\_=95`=96a=97b=98c=99d=100e=101f=102g=103h=104i=105j=106k=107l=108m=109n=110o=111p=112q=113r=114s=115t=116u=117v=118w=119x=120y=121z=122{=123|=124}=125~=126=127�=128�=129�=130�=131�=132�=133�=134�=135�=136�=137�=138�=139�=140�=141�=142�=143�=144�=145�=146�=147�=148�=149�=150�=151�=152�=153�=154�=155�=156�=157�=158�=159�=160�=161�=162�=163�=164�=165�=166�=167�=168�=169�=170�=171�=172�=173�=174�=175�=176�=177�=178�=179�=180�=181�=182�=183�=184�=185�=186�=187�=188�=189�=190�=191�=192�=193�=194�=195�=196�=197�=198�=199�=200

***KEYS:***

***PROGRAM OF \n:***

# include <limits.h>

void main()

{

printf("ABCD\nXYZ");

}

OUTPUT:

ABCD

XYZ

***PROGRAM OF \f:***

# include <limits.h>

void main()

{

printf("ABCD\fXYZ");

}

OUTPUT:

ABCD

XYZ

***PROGRAM OF \t:***

# include <limits.h>

void main()

{

printf("ABCD\tXYZ");

}

OUTPUT:

ABCD XYZ

***PROGRAM ON OCTO DECIMAL:***

# include <stdio.h> (OR) #include<stdio.h>

void main() void main()

{ {

int i=29; int i=035;

printf("%o",i); printf(“%d”,i);

} }

OUTPUT:

35 (OR) 29

***PROGRAM ON HEXADECIMAL:***

# include <stdio.h>

void main()

{

int i=29;

printf("%x",i);

}

OUTPUT:

1d

***PROGRAM ON OPERATORS:***

1.**OPERATOR(“+,-,\*,/”)**:

# include <stdio.h>

void main()

{

printf("%d",'b'+'a'); //(+,-,\*,/)

}

OUTPUT:

195 (etc)

2. **OPERATOR(“%”):**

# include <stdio.h>

void main()

{

float a;

a=fmod(20.5,3.2);

printf("%f",a);

}

OUTPUT:

1.300000

3**.OPERATOR(“++,--”):**

A.# include <stdio.h>

void main()

{

int b,a=5;

b=++a;

printf("%d%d",a,b);

}

OUTPUT:

6 6

B . # include <stdio.h>

void main()

{

int b,a=5;

printf("%d",a++);

printf("%d",a);

}

OUTPUT:

5 6

C . # include <stdio.h>

void main()

{

int c;

c=printf("hello");

printf("\n%d",c);

}

OUTPUT:

hello

5

***PROGRAM ON SCANF:***

# include <stdio.h>

void main()

{

int a,b,c;

c=scanf("%d%d",&a,&b);

printf("\n%d",c);

}

OUTPUT:

10 ↲

10 ↲

2 VALUES

**LOGICAL VALUES(&&,||,):**

1. # include <stdio.h>

void main()

{

int a=5,b=9,c;

c=b&&++a;

printf("%d",a);

}

OUTPUT:  
 6

1. # include <stdio.h>

void main()

{

int a=5,b=6,c,d=0;

c=b||a&&d;

printf("%d",c);

}

OUTPUT:  
 1

C. # include <stdio.h>

void main()

{

int a=5,b=6,c;

c=a>>2;

printf("%d",c);

}

OUTPUT:

1